

Report info

Team name: Karmine Corp

Games Analysed: 20

Opponent winrate: 40%

Avg K/D: 11.9/12.3

Players: Nickname1, Nickname2

Timeframe (to be added)

Overview

Randomness: chaotic (?). Prepare principles and flexible answers; prioritize comfort denial.

Draft plan

Ban plan: Sejuani, Gnar, Rakan, Lee Sin, Orianna

Draft plan:

Priority: flexibility

Keep answers ready for Sejuani, Gnar, Rakan, Azir, Rumble.

Focus on denying engage supports and stable jungle picks if available.

Expect multiple styles; Prioritize adaptable comps over single hard reads

Draft tendencies

Opponent priority picks: Sejuani, Gnar, Rakan, Azir, Rumble, Jayce, Maokai, Skarner, Jhin, Zeri

Stable picks

Table consisting of lines of small champ cards + winrate + game count

Scenario cards

(up to five cards)

50% of card from the top has a stats diagram:



which has edges like "teamfightiness", "early aggression", "draft_volatility", "macro" dimensions for now, keep it easy to modify.

Bottom part of the card shows a likelihood (percentage), winrate (percentage) and punish strategy e.g. "Punish: ban Gnar, Maokai".

Cards should be displayed left to right from most likely to less likely and likelihood should have more emphasis than winrate (and maybe backed up by card filled half-transparent accent color background - the more likely, the more it's filled => kind of glass effect)

Player analysis

Player entropy (? => higher entropy = wider champion pool / less predictable)

Player Volatility (Entropy)

