After running the tests and distributions against the dataset, it would seem that for the most part there is little if any correlation between the variables. If present the correlation does seem to indicate that there is negative influence between things like support gold totals and adc gold totals. It is possible that the limited number of games being used in the dataset may not be presenting a totally accurate representation of these statistics. I think that the addition of a considerably larger dataset of matches would provide a better glimpse in to the correlations of these variables.

I think that the addition of a variable indicating the overall CS per minute over the entire course of the game would have been helpful to compare against the cs @ 10 minutes. While important the cs@ 10 minutes only presents one phase of the game and may not fully show the affect of support creep score on the entire length of the game. I think that my assumption of support gold being higher leading to a lower win rate was for the most part incorrect. While in a vacuum the support gold may create a situation in which the game is less likely to be won, it could also scale linearly with adc gold simply because of the nature of the game. If both players are doing well, they would likely have increased amounts of gold which would likely lead to victory anyway. I think that the main challenge I faced was the interaction with game’s API. Often the documentation did not necessarily match the values provided which was a bit frustrating. In addition I would have liked to create loops that would have pulled matches from the API based on a few set parameters. Unfortunately this proved difficult due to the aforementioned issues with the API as well as time in general just running out. Instead I chose to manually select 10 matches, at random, from a top support player to use as the dataset.