How dragons influence game time, featuring special guest: M.Bobble

Info:

1. Data is being taken from the time that the special drake rifts were introduced on patch 9.23
2. 9.23 also introduced the locked 3rd elemental drake.

Some Null Hypothesis (H0) to test:

1. M.Bobble: First Drake is more influential than Soul on game time
   1. Corollary: Fastest game dragon progression: Cloud > Mountain > Infernal
   2. Corollary: Slowest game dragon progression: Infernal > Hextech > Cloud
2. Samsite: Dragon Soul is more influential on game time than First Drake
   1. Corollary: Fastest to slowest game time based on Soul: Infernal > Hextech > Ocean > Mountain > Cloud

M.Bobble’s reasoning here is that the more desirable Drake’s early on wil make drake stacking seem less desirable, because you know the Soul will be less influential. I agree with that in theory, but think that when the Soul type is revealed, that will make the game more volatile and force teams together at times when the rewards for winning a fight are greater (due to things like baron and death timers).