

# **READ ME : EVA**

## **• ABOUT THE PROJECT**

This project is the result of a close collaboration with the team behind Chasingball, a dedicated community of Rocket League players. By granting access to their extensive dataset, Chasingball has enabled the creation of EVA, a specialized data coach. While I am responsible for the development of the coaching intelligence, the Chasingball team provides the essential infrastructure to gather and update information from their database. As Chasingball is a free service where any player can link their account, EVA is specifically designed to serve those integrated into this ecosystem, only players that are in the database can use the coach.

## **• ABOUT THE WEB PLATEFORM**

The project is hosted on a dedicated website that serves as more than just a tool; it is a complete hub for understanding the project's vision. Visitors can explore the motivations driving the development, access detailed data visualizations, and most importantly, interact with the Data Coach interface. The platform acts as the bridge between raw game logs and meaningful performance analysis.

## **• ABOUT EVA**

Accessing EVA's expertise is a straightforward process designed for the players. Once on the website, a user needs to go to the EVA page, then he simply enters their player name to retrieve their full match history stored in the database. After selecting a specific game, EVA processes the information to generate custom visuals and statistical insights. Beyond static charts, users can engage in a direct conversation with EVA to discuss their performance and receive tailored advice.

- **ABOUT THE FUNCTIONING OF EVA**

EVA's intelligence is built on a sophisticated hybrid architecture. At her core lies a combination of predictive and explainable models. While the predictive model determines outcomes, the explainable model identifies the specific data points that led to those conclusions, ensuring that every piece of advice is grounded in logic. To make this information accessible, EVA utilizes the OpenAI API to power her conversational abilities. This allows her to act as a decision-maker and coach, though her logic remains strictly tethered to the actual data retrieved from the player's matches.

- **ABOUT THE HOLE PROJECT**

The broader scope of this project is documented through a series of comprehensive notebooks. These documents track the entire evolution of the project, including data manipulation, model development, and the iterative training of EVA. While these technical resources are not part of the public-facing website, they are maintained in a GitHub repository to showcase the project's advancement and the rigorous data science behind the final product.