**Description of Dota2 Data**

Last updated: 11 Sep 2018

There are 7 files in the data folder. All data was requested via OpenDota API.

Currently, the files contain information from 20 TI8 matches. See below for more info.

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|  | **Filename / Description** | **Remarks** |
|  | **basic\_match**  Basic information about individual matches e.g. duration, first blood timing, whether radiant won. | Matches can be matched by match\_id. |
|  | **radiant\_gold\_and\_xp\_adv**  Information about radiant team’s gold / experience advantage at each minute of a particular match. |  |
|  | **objectives**  Information about when time when game objectives were taken in particular matches e.g. towers, barracks, Roshan, first blood, couriers | I assume that goodguys is radiant and badguys is dire in this. |
|  | **basic\_player**  Basic information about individual players in individual matches e.g. number of kills, number of towers taken, gold and experience per min | Players can be matched by account\_id.   * lane\_kills is number of creep kills * lane\_role:   + 0: Unknown   + 1: Safe   + 2: Mid   + 3: Off   + 4: Jungle * hero\_id can be matched with “id” in the basic\_hero file below |
|  | **lane\_pos**  Information about where individual players were in individual matches. | I labelled x/y based on guesses. Frequency is the number of instances that the player spent at that coordinate. I don’t know what they mean by “instance”, and I’m not sure whether this is for the full game. Doesn’t look like it based on my initial exploration.  Range of x/y values: 66-188 |
|  | **wards**  Information about where observer and sentry wards were placed and when they expired in individual matches | Can assume that ‘log’ means the ward was placed, and ‘left\_log’ means the ward expired, or was removed by the other team.  Observer and sentry wards are supposed to last 360s each. |
|  | **basic\_hero**  Basic information about individual heroes e.g. attack type, primary attribute, whether the hero is a carry / disabler / tank etc. | This is not tied to any specific match.  Got this information so that we can use ‘id’ to match with “hero\_id” for the basic\_player file above. |

For more information on the various fields, can refer to the following two weblinks:

<https://github.com/odota/web/blob/master/src/lang/en-US.json>

<https://github.com/karigunnarsson/midMatchup/blob/master/getGames.R>