

Tilt-proof

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predicting when player of a game will continue to loss if
keep playing

Riot Game Developer API

developer.riotgames.com/

↓ python, Numpy

Machine-readable League of Legend
match history data per player

↓ pandas

personalized evaluation model based
on player's match history using Panda

↓

Evaluation of a most recent
game of that player

How the evaluation model is created:

Comparing the performance of the player's most recent game to his history average performance

Mean, std, ...

...

↓ Numpy, pandas, **Scikit-learn**

personalized evaluation model based
on player's match history using Panda



Windows software that display
evaluation data for every game the
player just played

A better model, better prediction

A graphical, intuitive Windows software which the player can check their evaluation data for the game they just played at anytime

Potential applications:

Business model - investment decisions - game theory

Input? Output