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DSC530-T301 Data Exploration and Analysis (2205-1)

The statistical review of the World of Warcraft Battlegrounds revealed some surprising information. With this online video game, two warring factions are representing. May players feel that there are more people on the Alliance side then the Horde giving them an advantage other than the others. They feel this way because of the impression that everyone wants to be the good guy.

In preparation for this review, I thought about what characters I play and why I choose them. I normally play between three classes. I play a monk due to their versatility to be able to heal and cause damage. I play a Death Knight for their ability to cause damage and take damage. I also play a Hunter as they also do well with suppling damage, but they do so at a distance.

I also spoke with some of my friends who played to see who they thought we be the overall best performer in the Battlegrounds. The top contenders of my friends were the Death Knight, Paladins, and the Monks. Overall, the consensus was that since the Death Knight can cause a lot of damage and can heal that they would be the best well-rounded class to play in the Battlegrounds.

Upon review of the data, I saw that there was no real difference in the number of people who play Horde as well as the people who play Alliance. The correlation between the classes played and the alliance was very consistent with the exclusion that there was more Alliance that played Druids and Warriors. Where the highest played class in the Horde was the Shaman.

The scatter plots showing how the Horde and Alliance perform when it comes to healing and damage were similar, showing that there is not a huge noticeable difference in the two warring factors.

When we reviewed the class data, we reviewed the classes in multiple categories. We reviewed them by popularity, by healing, by damage and by wins. The Priest was in the middle of three out of the four categories when we reviewed how they perform overall they showed to be the steady class that can heal their team and themselves as well as provides significate damage to their opponents. I anticipated the Priest to be high in the healing classes but did not anticipate they would be so well rounded of a class.

I struggled to get the data to display the way I wanted and needed it to for this review. I even was able to create a correlation of the Faction and class but was unable to use it in my report. I placed it below because I do not know how I managed to duplicate the one factions’ class in this setup. I wanted to be able to create a graphic visualization that would have the lines for all the classes that were driven by both damage and heals but I was unable to figure out who to get it to function properly. I also lost track of which imports I used; thus, I am sure I have imports that are not needed.

During the process of getting the data reviewed, I lost a days’ worth of work that did not sync to where my python file was located. With this, I had to move and adjust the data sections. I received a few errors afterward, but I was able to get all the displays I needed to review the information. Because the imports used to configure the data, I found the CDF to be complicated. I tried using the one from the book but was unable to get it to function the second time. I had it working before I lost the data and just could not recreate the process. I ended up using the scipy to get this type of display. So in the end I am not sure I met all the requirements for this project though I was able to use the data to come up with a reasonable result that showed that my top pick was not what the data showed to truly been class worth playing in the battlegrounds.

A close up of a map

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