1. Your idea
    1. Figure out the optimal team composition for Dota2

2. What are the inputs and the outputs?
    1. 103k matches of various team comps and the outcomes of those matches

3. Where do you plan to get the data from? If it already exists as an open-source repository, attach the link
    1. A preexisting dataset
    2. https://archive.ics.uci.edu/dataset/367/dota2+games+results

4. What kind of models do you think will work for your project and why?
    1. A decision tree model can help us deduce the various win rates for individual champions as well as combinations of champions.

5. A tentative timeline of the different tasks for your project
    1. March 1st: win rates for each individual champion
    2. March 8th: list of champions with higher win rates together than apart
    3. March 22nd: Single team comp with the highest win rate
    4. March 29th: Best-in-lane champions
    5. April 1st: Match-up with highest disparity in performance.

6. What is the responsibility of each team member in this project?
    1. Jeffrey Walls: team coordinator, data researcher (will look into already known team comps/champions that work well together)
    2. Ethan Smith: Data engineer