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CS 4361

Update 1

3/12/2024

Final Project - Update 1

Updates:

* So far, no problems have been encountered.
* Individual champion win-rates have been extrapolated from the data set.
* Need to begin training model for predicting counter picks for a given team comp.
* No questions pertaining to the project yet.

Addressing Questions:

1. Are there any changes you wish to make to your project idea?

There are no changes to the project idea that we would like to make. We are, however, changing the timeline of tasks we will complete.

1. If your dataset was not open-source, what is your progress in getting the data? Provide a snapshot of the data. (could be a screenshot of a csv file, or a drive folder containing the procured data, no fixed format)

The dataset was open-source, and is included in the GitHub repository linked below under the “Code” folder.

A screenshot of a computer

Description automatically generated

1. What are the tasks that you have completed?

We completed the first task of getting the win rates for each of the champions, though this was not done using a ML model.

1. Do you have any progress on your code?

We have written code to extract the win-rate for each champion in a match, and will begin training a model to predict team comps that counter a given team comp.

1. Please **create a github repository (public)** and attach the link so that I can check it periodically.

<https://github.com/Vulchnov/MLDota2>

1. What is a Data Engineer?

Given the scope and objective of the project, I have decided to revise my role to assistant model developer.

* Ethan