###### 

StarCraft II Winner Prediction

### Context

You have been presented with replay information from a game known as StarCraft II. In StarCraft II, 2 players compete by gathering resources and building up an army consisting of units and using it to defeat the opponent. The replay summary (JSON file) contains information of the players and the game state 2 minutes before the conclusion of the match, as well as the outcome of the match.

Besides using the provided JSON file, which already contains the training data in a prepared and easily-read format, a few libraries exist to parse such replay files (.sc2replay) should you wish to explore the topic in more detail or create more training data.

| **Library** | **Language** | **URL** |
| --- | --- | --- |
| s2protocol | Python | <https://pypi.org/project/s2protocol/> |
| s2protocol (port) | Java | <https://github.com/icza/scelight/tree/master/src-app/hu/scelight/sc2/rep/s2prot> |
| s2protocol (port) | Go | <https://github.com/icza/s2prot> |

### Objectives

You are tasked to:

* Create a data pipeline that ingests the replay summary data.
* Build and train a simple model that predicts the outcome of the match.
* Talk through your findings on the key features or predictors of the outcome of a match.
* Be ready to run your model on a final set of inputs (that will be formatted similarly to the summary JSON file you would have received) that will be provided during your showcase.