Kevin Dombrosky, Jacob Siegel     4/26/2015

Mid Project Update      CSCI-420

Project: Match outcome prediction in League of Legends by data gathered from the Riot Games API.

Outside libraries in use so far:

* <https://github.com/douglascrockford/JSON-java>
  + For easily parsing json responses

Data cleaning is about 90% complete. While Kevin has been working on data cleaning/gathering, Jacob has been working on implementing classifiers/clusterings.

If we can ask a question: if we have found open source code that has already implemented a classifier, are we allowed to use that for our project? Or do we need to completely create our own classifiers/clusterers.