

## Project Update #1

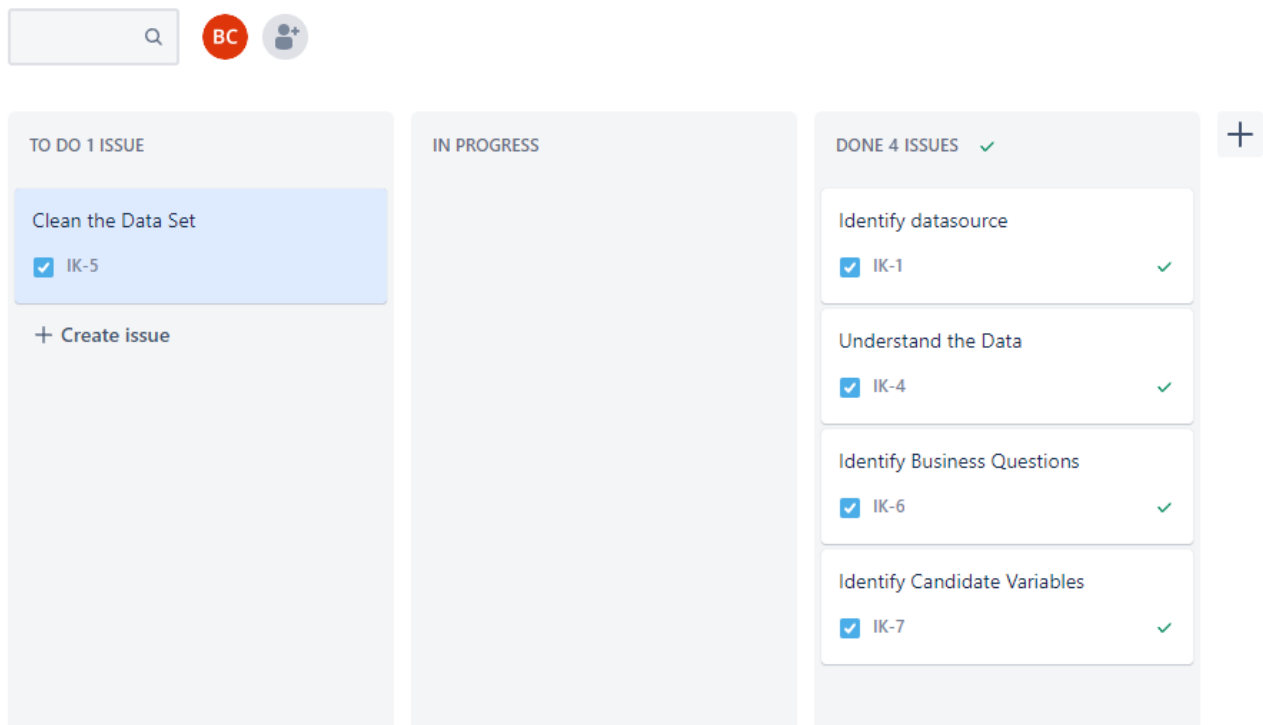
Dataset: <https://www.kaggle.com/datasets/prestonrobertson7/league-of-legends-data-9292022>

Group Members: Blake Casey, Devene Bellamy, Sophie Panagrossi, Benjamin Tisinger, Cristobal Gavaldon

Kanban: <https://blake-ist687.atlassian.net/jira/software/projects/IK/boards/1>

Projects / IST687 Kanban

### IK board



Business questions:

- What is the win rate per champion?
- What is the correlation b/w total damage and Win rate?
- What is the correlation b/w damaged received and teamEarlySurrendered
- What is the correlated b/w magic used and Win rate
- What Utility champions have the highest win rate at level 18?
  - What Utility champions make it level 18?

Candidate Variables:

- GameID (column C)
- Champ Experience (column G)

- Champ Level (column H)
- Champ Name (column I)
- Deaths (column L)
- Game Ended in Surrender (column P)
- Individual position (column S)
- Magic Dealt to Champions (column AH)
- Physical damage caused to Champs (AL)
- Total damage taken (column BC)
- Time played (column AZ)
- Wards placed (column BP)
- Win (column BQ)
- Kills (column AC)

### Summary

#### Accomplishments this past period

- Data set: League of Legends stats
- Data Profiled: League of Legends stats
- Role Assignment: One business question per group member
- Understood Deliverables: Everyone is in agreement with who gets each question

#### What is working well

- Everyone in the group connected via Teams to meet, plan, and organize the project
- Great team chemistry will set up the project for success
- Goals are clear and we are ready to execute

#### Plans for next update

- Data cleaning discussions

#### Issues/What is not working well

- Most of the group is unfamiliar with League of Legends but Blake knows what the terms mean and is teaching the rest of us