LSTB June 2021 Report

Insert Data

```
# Add libraries
require(scales)
```

```
## Loading required package: scales
```

```
## Warning: package 'scales' was built under R version 3.6.3
```

```
# Read in data
p1 = read.csv("phase_1.csv")
p1 = p1[!duplicated(p1),]
p1[is.na(p1)]=0
p2 = read.csv("phase_2.csv")
p2 = p2[!duplicated(p2),]
p2[is.na(p2)]=0
p3 = read.csv("phase_3.csv")
p3 = p3[!duplicated(p3),]
p3[is.na(p3)]=0
p4 = read.csv("phase_4.csv")
p4 = p4[!duplicated(p4),]
p4[is.na(p4)]=0

# Add column for TB
p4$pointspergp = round(p4$territoryPointsContributed/(p4$shipGP+p4$characterGP),3)
avgPointsPerGP = mean(p4$pointspergp)
```

Input

Sandbagging

```
sbag_1_top = F
sbag_1_mid = T
sbag_1_bottom = F

sbag_2_top = F
sbag_2_mid = F
sbag_2_bottom = T

sbag_3_top = F
sbag_3_mid = T
sbag_3_bottom = F

# TB Points per CM

p1_ships_1 = c(0,523900)
```

```
if(sbag_1_top){
    p2_ships_1 = p1_ships_1
} else{
    p2_ships_1 = c(0,900000)
}
if(sbag_2_top){
    p3_ships_1 = p2_ships_1
} else{
    p3_ships_1 = c(0,1800000)
}
if(sbag_3_top){
    p4_ships_1 = p3_ships_1
} else {
    p4_ships_1 = c(0,2750000)
}

p1_ground_1 = c(0,403000,573500,840000,1155000)
p1_ground_2 = c(0,403000,573500,840000,1155000)

if(sbag_1_bottom){
    p2_ground_1 = p1_ground_1
    p2_ground_2 = p1_ground_2
} else{
    p2_ground_1 = c(0,434000,704000,1014750,1377000)
    p2_ground_2 = c(0,434000,704000,1014750,1377000)
}
if(sbag_2_bottom){
    p3_ground_1 = p2_ground_1
    p3_ground_2 = p2_ground_2
} else{
    p3_ground_1 = c(0,464000,775500,1105000,1627500)
    p3_ground_2 = c(0,464000,775500,1105000,1627500)
}
if(sbag_3_bottom){
    p4_ground_1 = p3_ground_1
    p4_ground_2 = p3_ground_2
} else{
    p4_ground_1 = c(0,511500,867000,1242500,1837500)
    p4_ground_2 = c(0,511500,867000,1242500,1837500)
}

p1_ground_3 = c(0,403000,573500,840000,1155000)
p1_ground_4 = c(0,523900,745550,1092000,1501500)
p1_ground_5 = c(0,0,0,0,0)

if(sbag_1_mid){
    p2_ground_3 = p1_ground_3
    p2_ground_4 = p1_ground_4
    p2_ground_5 = p1_ground_5
} else{
    p2_ground_3 = c(0,434000,704000,1014750,1377000)
    p2_ground_4 = c(0,434000,704000,1014750,1377000)
    p2_ground_5 = c(0,564200,915200,1319175,1790100)
```

```
}
if(sbag_2_mid){
    p3_ground_3 = p2_ground_3
    p3_ground_4 = p2_ground_4
    p3_ground_5 = p2_ground_5
} else{
    p3_ground_3 = c(0,464000,775500,1105000,1627500)
    p3_ground_4 = c(0,464000,775500,1105000,1627500)
    p3_ground_5 = c(0,0,0,0,0)
}
if(sbag_3_mid){
    p4_ground_3 = p3_ground_3
    p4_ground_4 = p3_ground_4
    p4_ground_5 = p3_ground_5
} else{
    p4_ground_3 = c(0,511500,867000,1242500,1837500)
    p4_ground_4 = c(0,664950,1127100,1615250,2388750)
    p4_ground_5 = c(0,867000,1837500,0,0)
}

# Max Combat Missions Points
p1max_ship = p1_ships_1[2]
p1max_ground = p1_ground_1[5]+p1_ground_2[5]+p1_ground_3[5]+p1_ground_4[5]+p1_ground_5[5]
p2max_ship = p2_ships_1[2]
p2max_ground = p2_ground_1[5]+p2_ground_2[5]+p2_ground_3[5]+p2_ground_4[5]+p2_ground_5[5]
p3max_ship = p3_ships_1[2]
p3max_ground = p3_ground_1[5]+p3_ground_2[5]+p3_ground_3[5]+p3_ground_4[5]+p3_ground_5[5]
p4max_ship = p4_ships_1[2]
p4max_ground = p4_ground_1[5]+p4_ground_2[5]+p4_ground_3[5]+p4_ground_4[5]+p4_ground_5[5]
```

Low Performers

Lowest TB Points per GP

```
# Displays the names of the n lowest points per GP
n = 10
low_ppg = data.frame(p4[order(p4$pointspergp, decreasing = FALSE),]$name[1:n],p4[order(p4$pointspergp, d
colnames(low_ppg) = c("Name","TB Points Per GP")
print(low_ppg)
```

```
##               Name TB Points Per GP
## 1       Zhil Axfow            2.489
## 2  ExcellentNutAlt            3.024
## 3       HiddenWolf            3.118
## 4       DorkHelmet            3.309
## 5         Diesel87            3.365
## 6    BabyYodaHitta            3.410
## 7           Kypomm            3.433
## 8            Tommy            3.529
## 9             Neeb            3.601
## 10             ONE            3.642
```

Lowest Combat Waves Completed

```
low_cm = data.frame(p4[order(p4$combatMissionWavesCompleted, decreasing = FALSE),]$name[1:n],p4[order(p4
colnames(low_cm) = c("Name","CM Waves Completed")
print(low_cm)
```

```
##               Name CM Waves Completed
## 1  ExcellentNutAlt                   0
## 2            Vsarr                   0
## 3           Kypomm                   0
## 4     Seamonster34                   0
## 5      Corran Horn                   0
## 6       HiddenWolf                   0
## 7             Neeb                   0
## 8   FreePlayAllDay                   1
## 9  Obi Won Sebroni                   1
## 10           Tommy                   1
```

Lowest TB Points

```
low_tb = data.frame(p4[order(p4$territoryPointsContributed, decreasing = FALSE),]$name[1:n],p4[order(p4$
colnames(low_tb) = c("Name", "TB Points Contributed")
print(low_tb)
```

```
##                Name TB Points Contributed
## 1   ExcellentNutAlt                7282650
## 2     BabyYodaHitta                8798568
## 3             Tommy               10720429
## 4   Obi Won Sebroni               11833831
## 5             Nydot               12851633
## 6         T swizzle               13028895
## 7      Seamonster34               13402420
## 8          Diesel87               14059493
## 9  Quinton Samulson               14301718
## 10    MINI Stewabob               14346030
```

Top Performers

Highest TB Points per GP

```
# Displays the names of the n highest points per GP
n = 5
high_ppg = data.frame(p4[order(p4$pointspergp, decreasing = TRUE),]$name[1:n],p4[order(p4$pointspergp, d
colnames(high_ppg) = c("Name","TB Points Per GP")
print(high_ppg)
```

```
##           Name TB Points Per GP
## 1      LGuy 21            7.362
## 2    ilekkund2            7.238
## 3 MINI Loadage            6.704
## 4   Wolfman314            6.581
## 5 Baxston Kane            6.252
```

Highest Combat Waves Completed

```
high_cm = data.frame(p4[order(p4$combatMissionWavesCompleted, decreasing = TRUE),]$name[1:n],p4[order(p4
colnames(high_cm) = c("Name","CM Waves Completed")
print(high_cm)
```

```
##                Name CM Waves Completed
## 1           LGuy 21                 44
## 2         Wolfman314                39
## 3       MINI Loadage                36
## 4       Baxston Kane                36
## 5 Elladan Halfelven                 33
```

Highest TB Points

```
high_tb = data.frame(p4[order(p4$territoryPointsContributed, decreasing = TRUE),]$name[1:n],p4[order(p4$
colnames(high_tb) = c("Name", "TB Points Contributed")
print(high_tb)
```

```
##                Name TB Points Contributed
## 1           LGuy 21               43430727
## 2         Wolfman314              39830011
## 3       Baxston Kane              38669056
## 4       MINI Loadage              35103860
## 5 Elladan Halfelven               34295108
```

Guild Performance

```
# CM points
if(!("Ch.5" %in% colnames(p1))){
    p1$Ch.5 <- rep(0,nrow(p1))
}
if(!("Ch.5" %in% colnames(p2))){
    p2$Ch.5 <- rep(0,nrow(p2))
}
if(!("Ch.5" %in% colnames(p3))){
    p3$Ch.5 <- rep(0,nrow(p3))
}
if(!("Ch.5" %in% colnames(p4))){
    p4$Ch.5 <- rep(0,nrow(p4))
}

p1$ground = p1_ground_1[p1$Ch.1+1]+p1_ground_2[p1$Ch.2+1]+p1_ground_3[p1$Ch.3+1]+p1_ground_4[p1$Ch.4+1]+
p2$ground = p2_ground_1[p2$Ch.1+1]+p2_ground_2[p2$Ch.2+1]+p2_ground_3[p2$Ch.3+1]+p2_ground_4[p2$Ch.4+1]+
p3$ground = p3_ground_1[p3$Ch.1+1]+p3_ground_2[p3$Ch.2+1]+p3_ground_3[p3$Ch.3+1]+p3_ground_4[p3$Ch.4+1]+
p4$ground = p4_ground_1[p4$Ch.1+1]+p4_ground_2[p4$Ch.2+1]+p4_ground_3[p4$Ch.3+1]+p4_ground_4[p4$Ch.4+1]+

p1$ship = p1_ships_1[p1$Fl.1+1]
p2$ship = p2_ships_1[p2$Fl.1+1]
p3$ship = p3_ships_1[p3$Fl.1+1]
p4$ship = p4_ships_1[p4$Fl.1+1]

# Percent of CM
```

```
p1$ground_perc = p1$ground/p1max_ground
p2$ground_perc = p2$ground/p2max_ground
p3$ground_perc = p3$ground/p3max_ground
p4$ground_perc = p4$ground/p4max_ground

p1$ship_perc = p1$ship/p1max_ship
p2$ship_perc = p2$ship/p2max_ship
p3$ship_perc = p3$ship/p3max_ship
p4$ship_perc = p4$ship/p4max_ship

# Percentage of Combat Mission Points per phase
p1_ship_perc = mean(p1$ship_perc)
p1_ground_perc = mean(p1$ground_perc)
p2_ship_perc = mean(p2$ship_perc)
p2_ground_perc = mean(p2$ground_perc)
p3_ship_perc = mean(p3$ship_perc)
p3_ground_perc = mean(p3$ground_perc)
p4_ship_perc = mean(p4$ship_perc)
p4_ground_perc = mean(p4$ground_perc)
perc_points = matrix(c(percent(p1_ground_perc),percent(p2_ground_perc),percent(p3_ground_perc),percent(
```

Percent of Combat Mission Points per Phase

```
print(perc_points)
```

```
##         Ground Ships
## Phase 1 "11%"  "12%"
## Phase 2 "17%"  "16%"
## Phase 3 "16%"  "16%"
## Phase 4 "17%"  "10%"
```

Average TB Points per GP

```
print(avgPointsPerGP)
```

```
## [1] 4.6764
```

```
print(p4[order(p4$pointspergp,decreasing = TRUE),c("name","territoryPointsContributed","pointspergp")])
```

```
##                       name territoryPointsContributed pointspergp
## 36                LGuy 21                    43430727       7.362
## 14              ilekkund2                    31262934       7.238
## 9             MINI Loadage                    35103860       6.704
## 28              Wolfman314                    39830011       6.581
## 41            Baxston Kane                    38669056       6.252
## 50              Promethean                    32455104       6.225
## 48                   M1TTH                    25726184       5.740
## 29                     AKB                    31141241       5.636
## 44              starshaker                    28344993       5.628
## 2      Larping Soccer Moms                    17908292       5.561
## 45       Elladan Halfelven                    34295108       5.425
## 25              MINICalens                    30533944       5.355
## 20                   GANIC                    23060785       5.214
## 43                  Greeve                    32003598       5.208
```

```
## 12 II Xogall the Lesser II  33168433       5.200
## 8              Philo Beddoe  28031267       5.199
## 26           Masajj Vemtits  29335177       5.163
## 19                   Elyana  27555538       5.078
## 13                 Spectrum  20778694       4.973
## 18                TacoPizza  23338559       4.811
## 30        SloppySaberFlavor  26779396       4.804
## 1   Doomslug the Destroyer   15801613       4.786
## 4                  Wolfman   20935515       4.743
## 17       MINI xipokemastrix  17880112       4.713
## 23             Dark Penguin  18132178       4.689
## 40            MINI Stewabob  14346030       4.653
## 10                    Nydot  12851633       4.652
## 39                  Argarax  19319618       4.563
## 16                    Higgs  23675605       4.555
## 42          Maxaron Lexilon  27130541       4.427
## 24          Obi Won Sebroni  11833831       4.201
## 38                T swizzle  13028895       4.160
## 5               Guntha Arbos  24555585       4.154
## 32             Seamonster34  13402420       4.019
## 33              Corran Horn  17592028       4.010
## 21                    Vsarr  18166367       4.005
## 37           Theflavorgreen  18321207       3.951
## 31         Quinton Samulson  14301718       3.790
## 34                 Indeedus  17243813       3.750
## 15           FreePlayAllDay  17317729       3.722
## 47                      ONE  21896737       3.642
## 46                     Neeb  19872317       3.601
## 27                    Tommy  10720429       3.529
## 22                   Kypomm  20808663       3.433
## 11             BabyYodaHitta  8798568       3.410
## 49                  Diesel87  14059493       3.365
## 6                DorkHelmet  17227614       3.309
## 35               HiddenWolf  17640341       3.118
## 7           ExcellentNutAlt   7282650       3.024
## 3                 Zhil Axfow  14958855       2.489
```