**Ideas For Future**

**AIM**:

To identify future work towards data Analytics in the Game of Kingdom of Camelots.

**IDEAS:**

1. The Pathway of the warrior. How does the gamer starts from the beginning to become a leader board winner. What are the strength of the opponents he faces, the might he gathers, the loot he collects, the troops he gather, win-lost curve, the time line series.
2. We can cluster the strong ones using such pathways.
3. We can establish winning secret from these warriors.
4. Establish comprehensive relation between the happiness and Performances. When Good /Bad warriors fights with Good Mood Vs Bad Mood.
5. Which is the best way to collect/Organize/Spend resources such as food, wood, gold, Ore and Stone.
6. Which is the best way to spend your might? How to form the best combination of troop for the fight.
7. Is might the only winner of the war?
8. Cluster the Users based on their strategies/decisions on various aspects of the war.
9. Obtain the Alliance communities and Alliance enmities.
10. Relationship between the languages spoken by the User vs performance.
11. Is there any language communities formed while affects the GeoPolitics.
12. Predict Match Result.
13. Predict change of Alliances.
14. Cluster "similar" Alliances in their Organization, Might & cheerfulness;
15. The subjectivity analysis analysis can be taken a bit further to establish the most objective crew.
16. Summarize the communications in the messages to understand the crux. Build word cloud to see the top most discussed words/features of the game/qualities of the game/impression (both positive and negative) of the User on the Game.
17. Profile a User with his behavior in various aspects. Find similar Users. Help those users with similar recommendations.
18. Study the impact of external competitions/new special rounds/challenge rounds on the User's performance.
19. Establish Performance improvement methodologies. Evaluate their effectiveness.
20. How does the happiness /delight of the Users changes with expenditure of money.