Section 1: Introduction

The purpose of this paper is to investigate whether or not full-time employment status has an impact on the success in a game titled Warzone. My interest in this peaked as a way to win an argument with a friend who claims that you can't be that good at the game and work full-time. I am also interested in the ways you could predict wins or hours to be played in a given week by a player. The variables are **work**, **hours**, **KD**, and **wins**.

Work is a binary categorical variable that indicates full-time employment or not.

Hours represents the number of hours played per week.

KD is a popular in-game metric that calculates the ratio of number of enemies eliminated to number of times killed. It is often used as a measure of overall skill in the community.

Wins represents the number of games won. A game can only be won by outlasting all other opponents.

Good is a judging criteria. If an observation **KD** and **wins** are greater than the product of the median of our sample data and median of the population (retrieved from CODwarzonestats.com) then 'good' was assigned, otherwise, 'bad' was assigned.

The data was collected by asking for responses for a questionnaire on different social platforms that host the Warzone community. First it was reddit but it was going slow so I moved to their Discord server. After I was approaching the end, I noticed that I had too few non-full-time observations. So I went into the game, found random players, and the first question I asked was whether they worked full-time. If they didn't then I'd move to the next player. After finding a player it was easy to get the stats I needed because of the resources the games developers provide. I could always ask them how many wins they had and what their KD was but to get how many hours they played, I was able to use a third party website, cod.tracker.gg, to view how many minutes they've played in the past 7 days. My prompts and screenshots of the messages I sent out are available in the appendix.

Section 2: Univariate Summary Statistics

The FREQ Procedure

player quality				
Good	Frequency	Percent	Cumulative Frequency	Cumulative Percent
bad	20	48.78	20	48.78
good	21	51.22	41	100.00

Figure 2.1.1

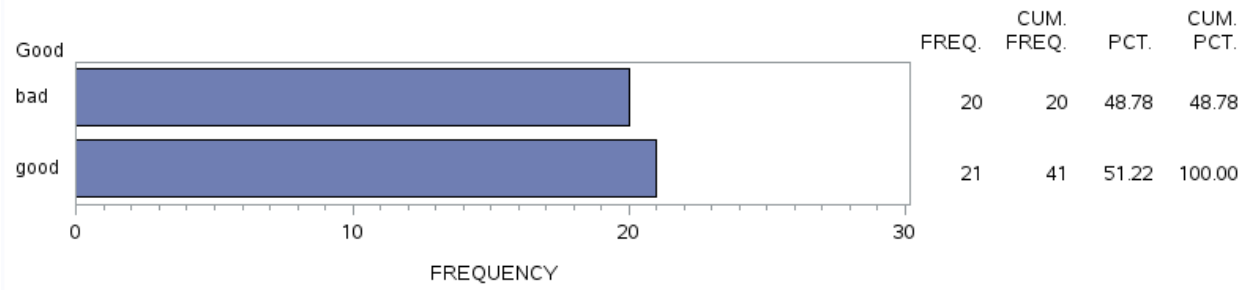


Figure 2.1.2

The summary stats for the only generated variable, **good**, shows a very even division which was exactly the goal.

The FREQ Procedure

full time employment status				
Work	Frequency	Percent	Cumulative Frequency	Cumulative Percent
no	15	36.59	15	36.59
yes	26	63.41	41	100.00

Figure 2.1.1

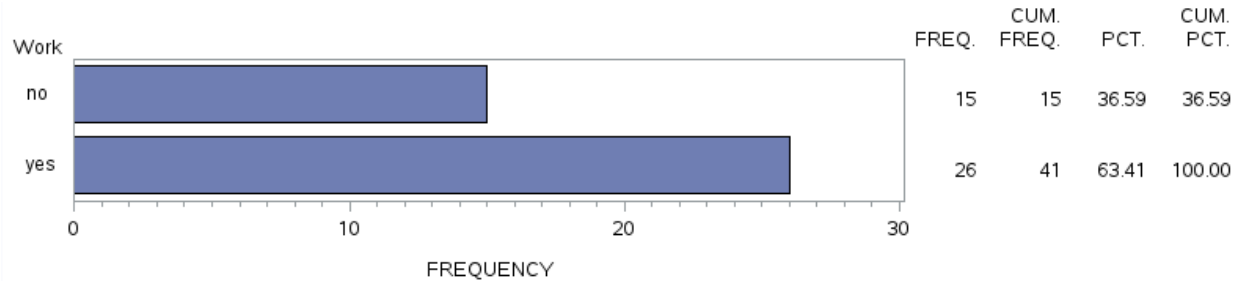


Figure 2.1.2

For **work,** it shows that the majority of our sample data was received from players who are full-time workers.

Quantiles (Definition 5)	
Level	Quantile
100% Max	515
99%	515
95%	165
90%	134
75% Q3	104
50% Median	55
25% Q1	20
10%	12
5%	9
1%	0
0% Min	0

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
0	1	134	37
5	2	135	38
9	3	165	39
11	4	483	40
12	5	515	41

The UNIVARIATE Procedure
Variable: Wins

Moments			
N	41	Sum Weights	41
Mean	80.1463415	Sum Observations	3286
Std Deviation	105.706093	Variance	11173.778
Skewness	3.21055701	Kurtosis	11.2971317
Uncorrected SS	710312	Corrected SS	446951.122
Coeff Variation	131.891351	Std Error Mean	16.5085182

Basic Statistical Measures			
Location		Variability	
Mean	80.14634	Std Deviation	105.70609
Median	55.00000	Variance	11174
Mode	14.00000	Range	515.00000
		Interquartile Range	84.00000

Figure 2.2.1 & Figure 2.2.2

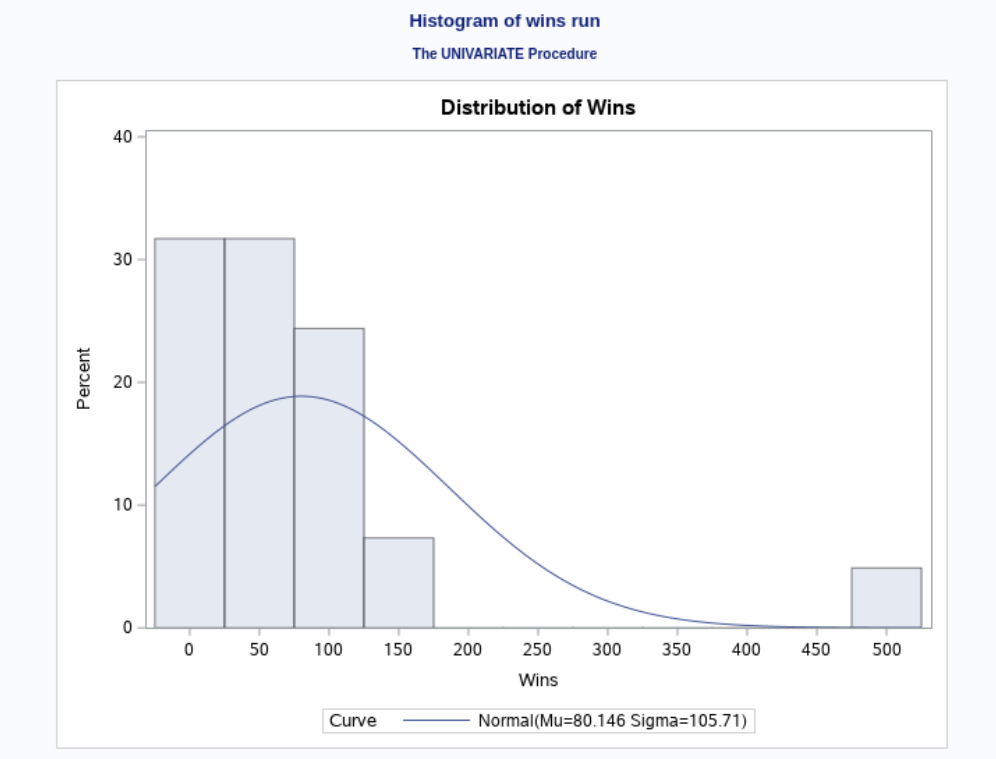
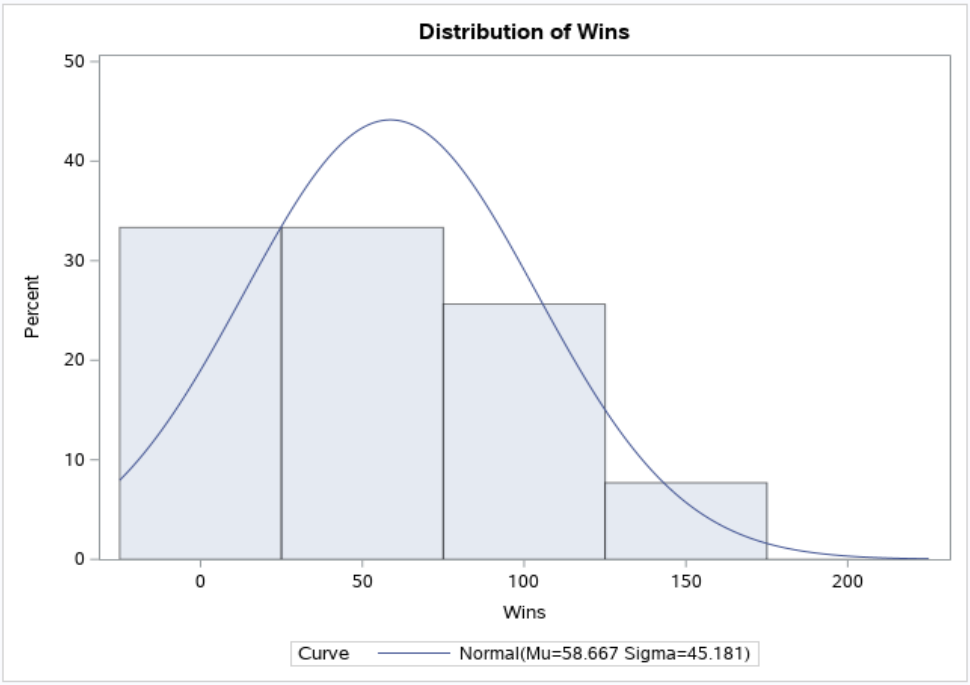


Figure 2.2.3

The **wins** variable has two clear outliers with two observations greater than 200. Because of this it looks skewed to the right. In the next figure, a more unimodal, normal and less skewed distribution can be seen.

Histogram of wins without ouliers

The UNIVARIATE Procedure



The UNIVARIATE Procedure
Variable: hours

Moments			
N	41	Sum Weights	41
Mean	19.0300244	Sum Observations	780.231
Std Deviation	13.6746919	Variance	186.9972
Skewness	1.25460871	Kurtosis	1.16503869
Uncorrected SS	22327.7029	Corrected SS	7479.88798
Coeff Variation	71.8585098	Std Error Mean	2.13562808

Basic Statistical Measures			
Location		Variability	
Mean	19.03002	Std Deviation	13.67469
Median	16.00000	Variance	186.99720
Mode	6.00000	Range	56.00000
		Interquartile Range	15.00000

Figure 2.3.1

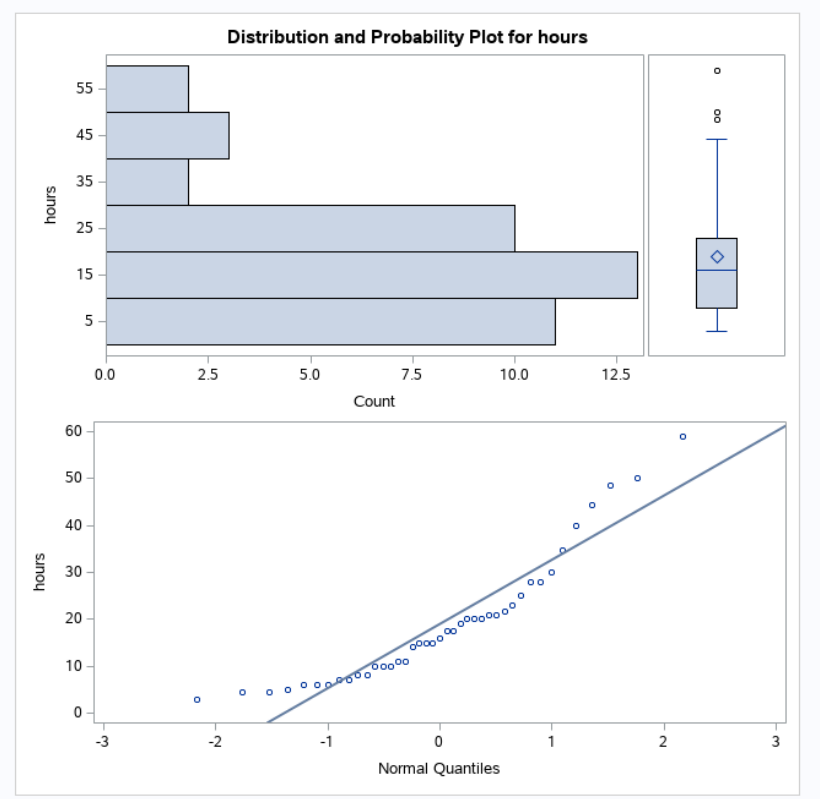


Figure 2.3.2

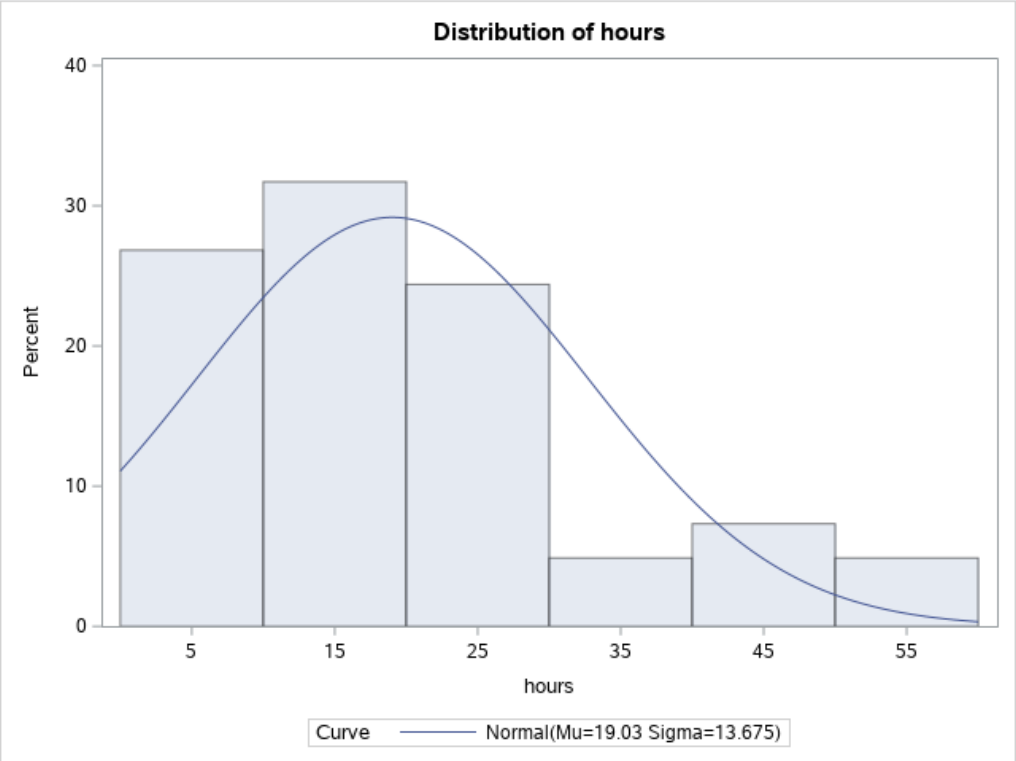


Figure 2.3.3

The amount of time is unimodally and normally distributed about the mean of 19 hours. It is left skewed with some players wanting to play for much longer than the majority. There are three outliers that play for much longer.

The UNIVARIATE Procedure
Variable: KD

Moments			
N	41	Sum Weights	41
Mean	1.26365854	Sum Observations	51.81
Std Deviation	0.52544151	Variance	0.27608878
Skewness	1.24894697	Kurtosis	1.95325178
Uncorrected SS	76.5137	Corrected SS	11.0435512
Coeff Variation	41.5809726	Std Error Mean	0.08206018

Basic Statistical Measures			
Location		Variability	
Mean	1.263659	Std Deviation	0.52544
Median	1.140000	Variance	0.27609
Mode	0.970000	Range	2.59000
		Interquartile Range	0.52000

Figure 2.4.1

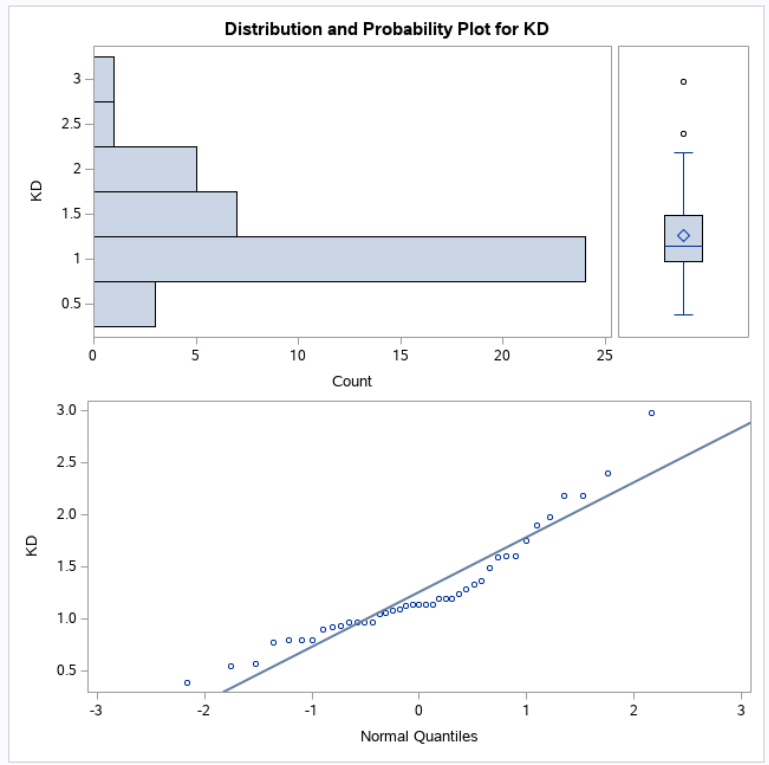


Figure 2.4.2

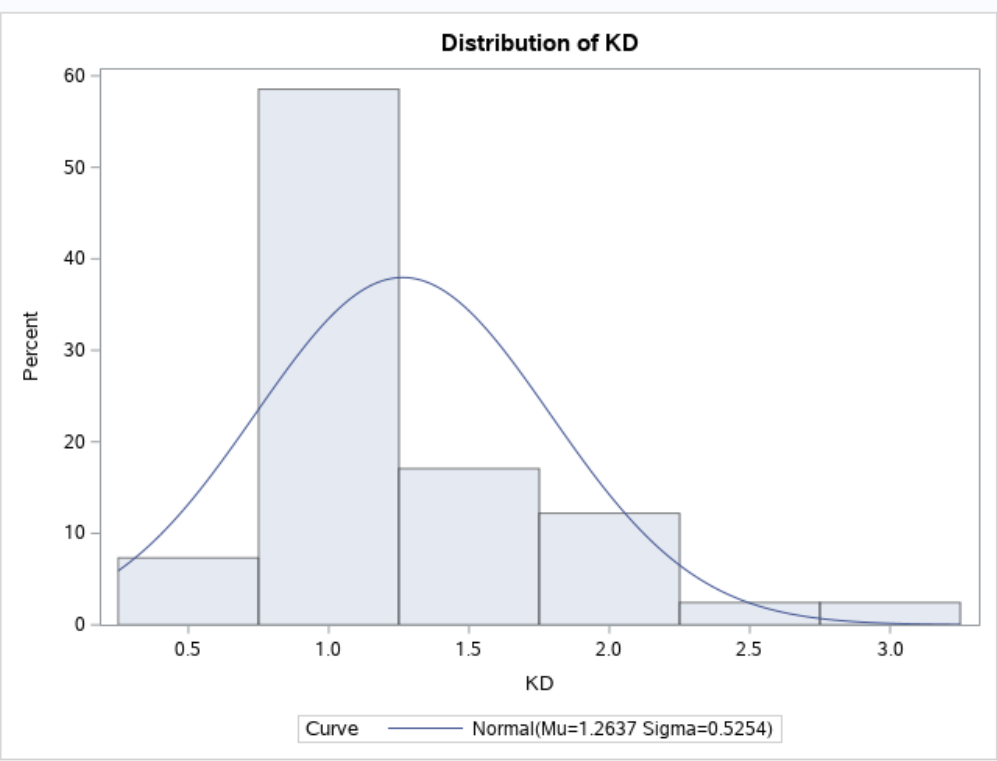


Figure 2.4.3

There are two outliers for the **KD** variable that both go significantly above the average. It is unimodally and normally distributed about the mean of 1.2637

Section 3: Finding relationships

Summary stats grouped by employment status

The MEANS Procedure

Work=no

Variable	N	Mean	Std Dev	Minimum	Maximum
Wins	15	93.2666667	115.4361089	12.0000000	483.0000000
hours	15	28.1154000	17.2229440	4.5000000	59.0000000
KD	15	1.3186667	0.5954694	0.3900000	2.9800000

Work=yes

Variable	N	Mean	Std Dev	Minimum	Maximum
Wins	26	72.5769231	101.2565743	0	515.0000000
hours	26	13.7884615	7.4150834	3.0000000	30.0000000
KD	26	1.2319231	0.4902164	0.5500000	2.4000000

Figure 3.1.1

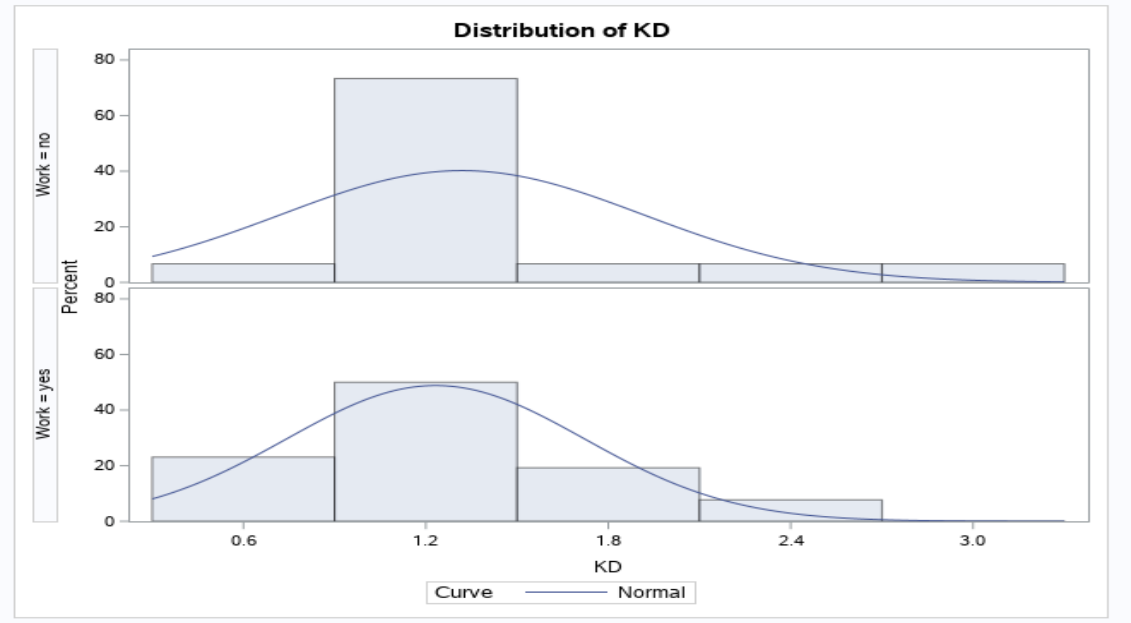


Figure 3.1.2

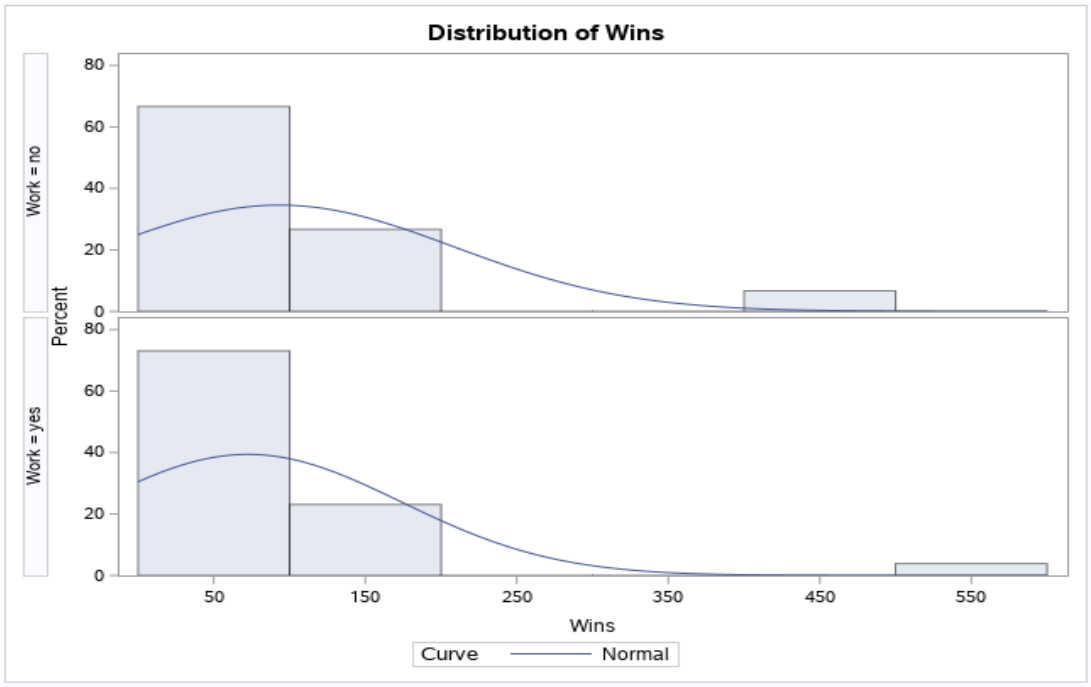


Figure 3.1.3

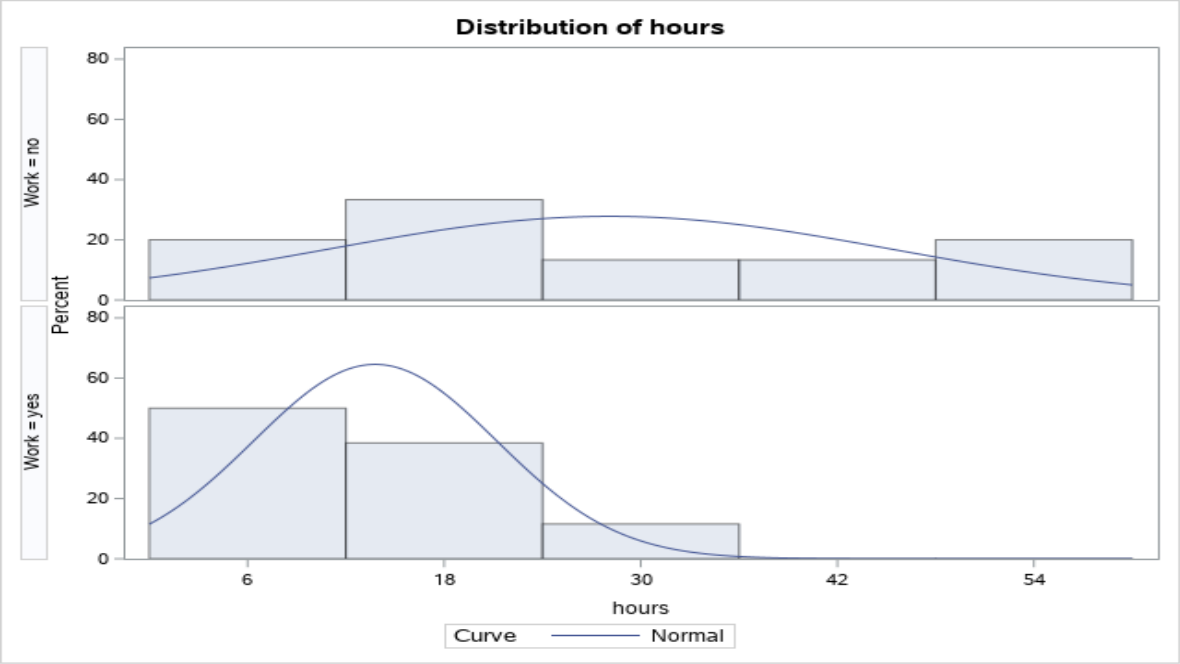


Figure 3.1.4

One observation to make when the distributions are split by employment status, is that the number of hours spent on the game are more normally distributed for the data from those who aren't full time employees.

Summary stats grouped by player quality

The MEANS Procedure

Good=bad

Variable	N	Mean	Std Dev	Minimum	Maximum
Wins	20	27.8000000	26.7711549	0	110.0000000
hours	20	12.7250000	9.2344820	3.0000000	40.0000000
KD	20	1.0255000	0.5285877	0.3900000	2.9800000

Good=good

Variable	N	Mean	Std Dev	Minimum	Maximum
Wins	21	130.0000000	127.7376217	40.0000000	515.0000000
hours	21	25.0348095	14.6754514	6.0000000	59.0000000
KD	21	1.4904762	0.4195292	1.0500000	2.4000000

Figure 3.2.1

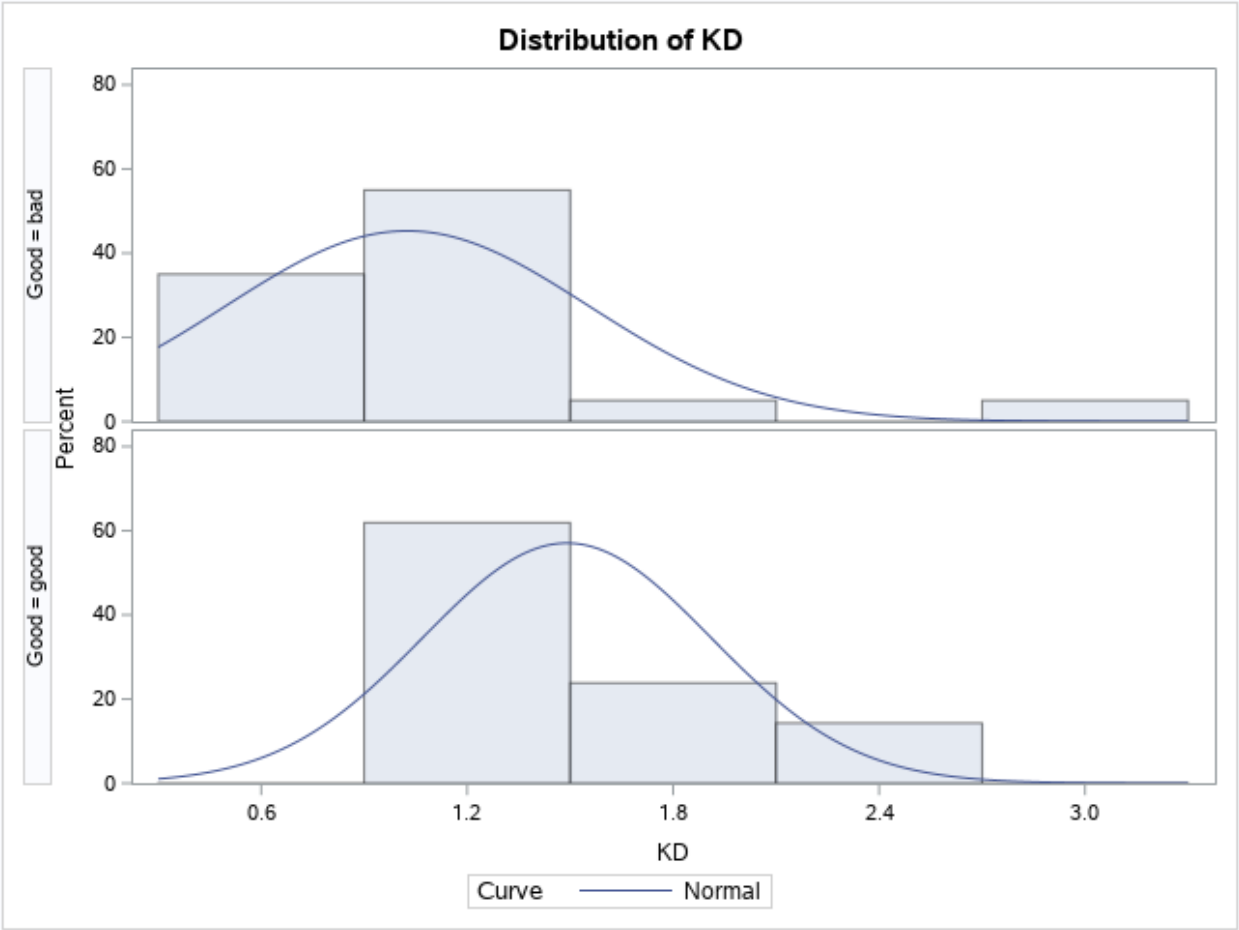

Distribution of KD
Good = bad
Good = good
Percent
80
60
40
20
0
0.6
1.2
1.8
2.4
3.0
KD
Curve
Normal

Figure 3.2.2

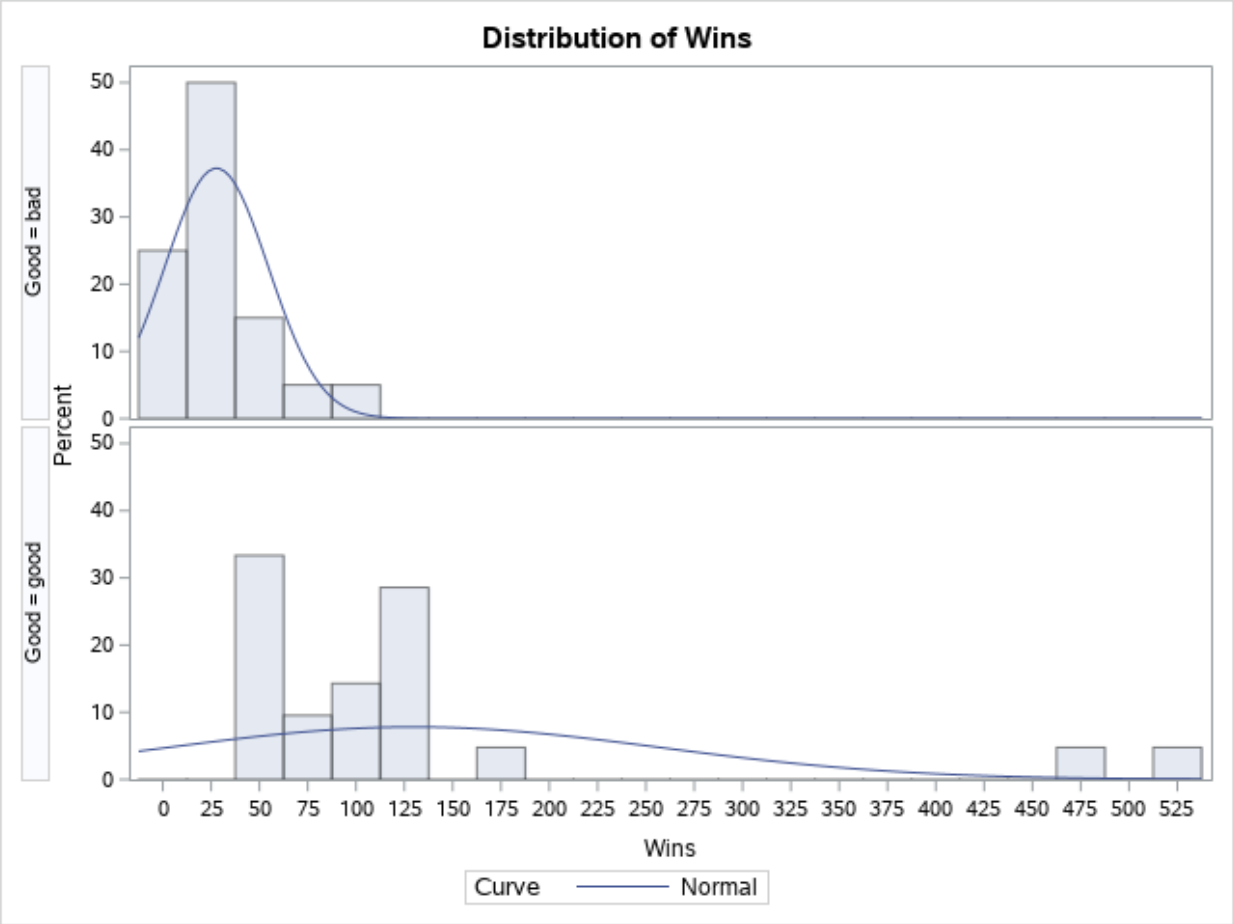

Distribution of Wins
Good = bad
Good = good
Percent
50
40
30
20
10
0
0 25 50 75 100 125 150 175 200 225 250 275 300 325 350 375 400 425 450 475 500 525
Wins
Curve
Normal

Figure 3.2.3

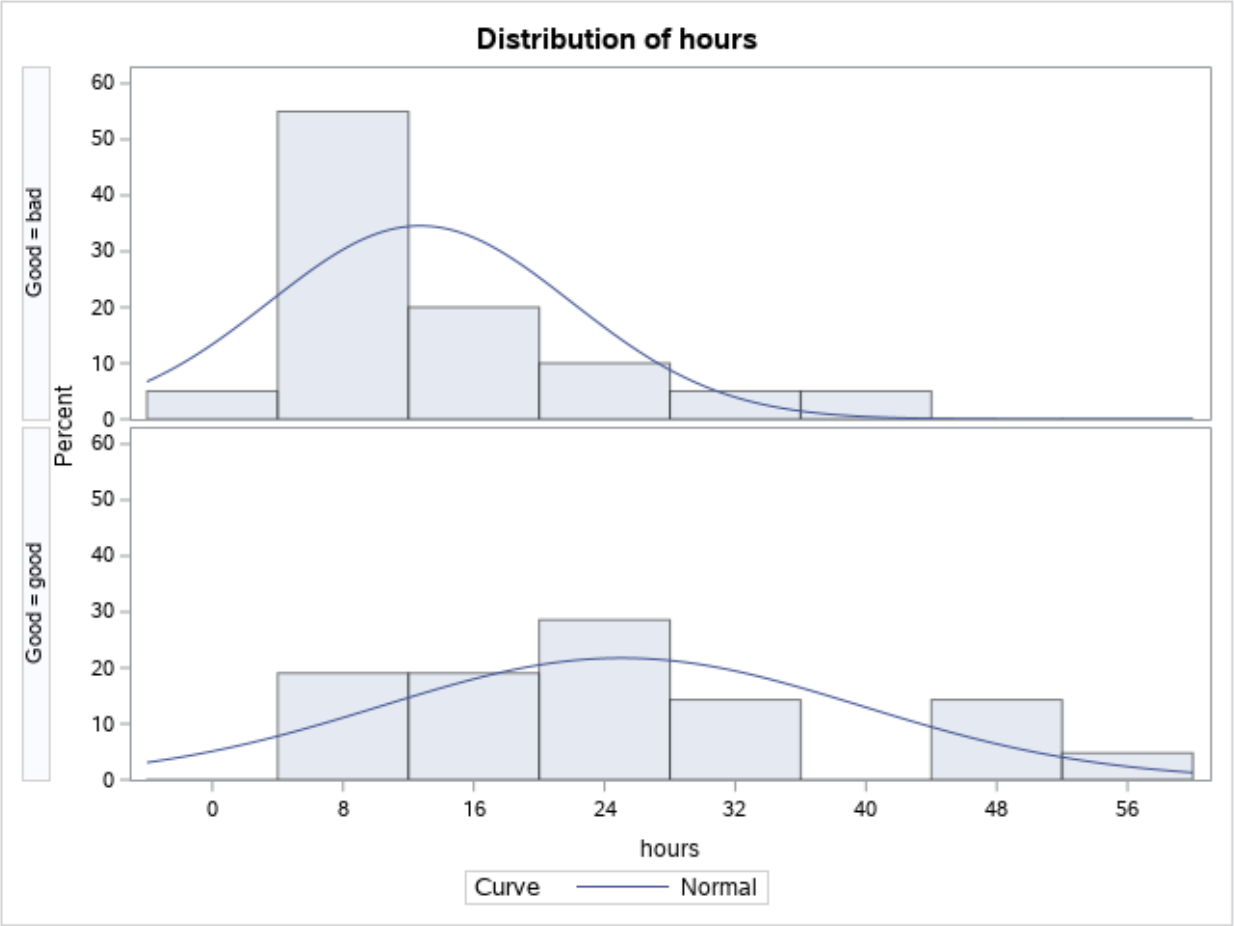


Figure 3.2.4

An interesting note is that of our subjectively "good" players, their hours played are more uniformly distributed.

The FREQ Procedure

Frequency Percent Row Pct Col Pct	Table of Work by Good		
	Good		
Work	bad	good	Total
no	5 12.20 33.33 25.00	10 24.39 66.67 47.62	15 36.59
yes	15 36.59 57.69 75.00	11 26.83 42.31 52.38	26 63.41
Total	20 48.78	21 51.22	41 100.00

Figure 3.3.1

Statistics for Table of Work by Good

Statistic	DF	Value	Prob
Chi-Square	1	2.2590	0.1328
Likelihood Ratio Chi-Square	1	2.2924	0.1300
Continuity Adj. Chi-Square	1	1.3893	0.2385
Mantel-Haenszel Chi-Square	1	2.2039	0.1377
Phi Coefficient		-0.2347	
Contingency Coefficient		0.2285	
Cramer's V		-0.2347	

Figure 3.3.2

This is a test of independence conducted on the variables **good** and **work.** In the test we assume the null hypothesis that they are independent and choose an alpha value of 0.05. Since our p-value is greater than that, we can say that there is not sufficient enough evidence to say that they are not independent. Thus disproving my friend's argument, but **good** is a very subjective variable and there's more that can be explored, such as a model for wins.

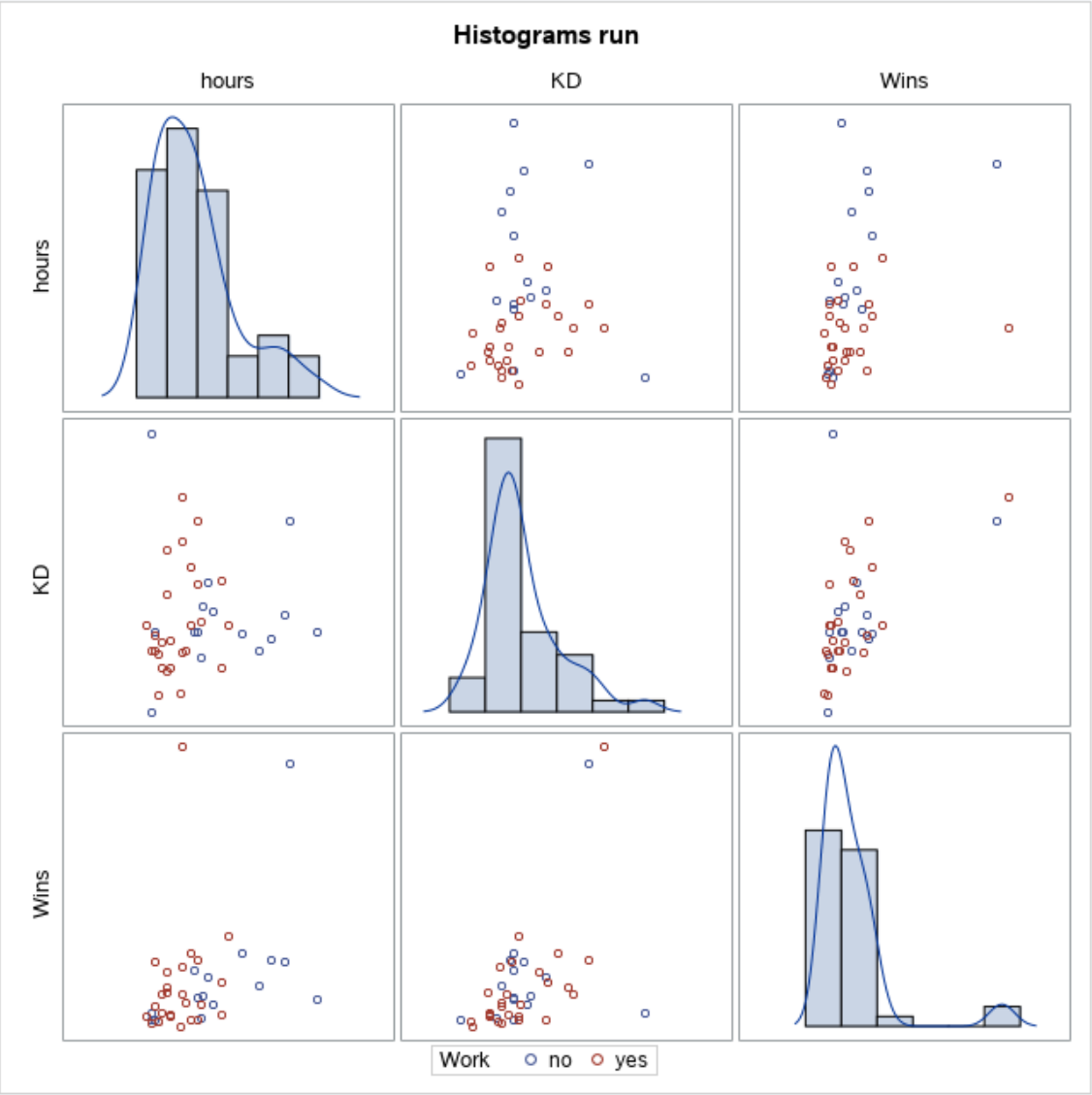


Figure 3.4.1

Most of the scatter plots look random and show little to know relationship. However, looking at Wins vs Hours without the two obvious outliers seems as though there is a positive association. IT will be shown without the outliers below.

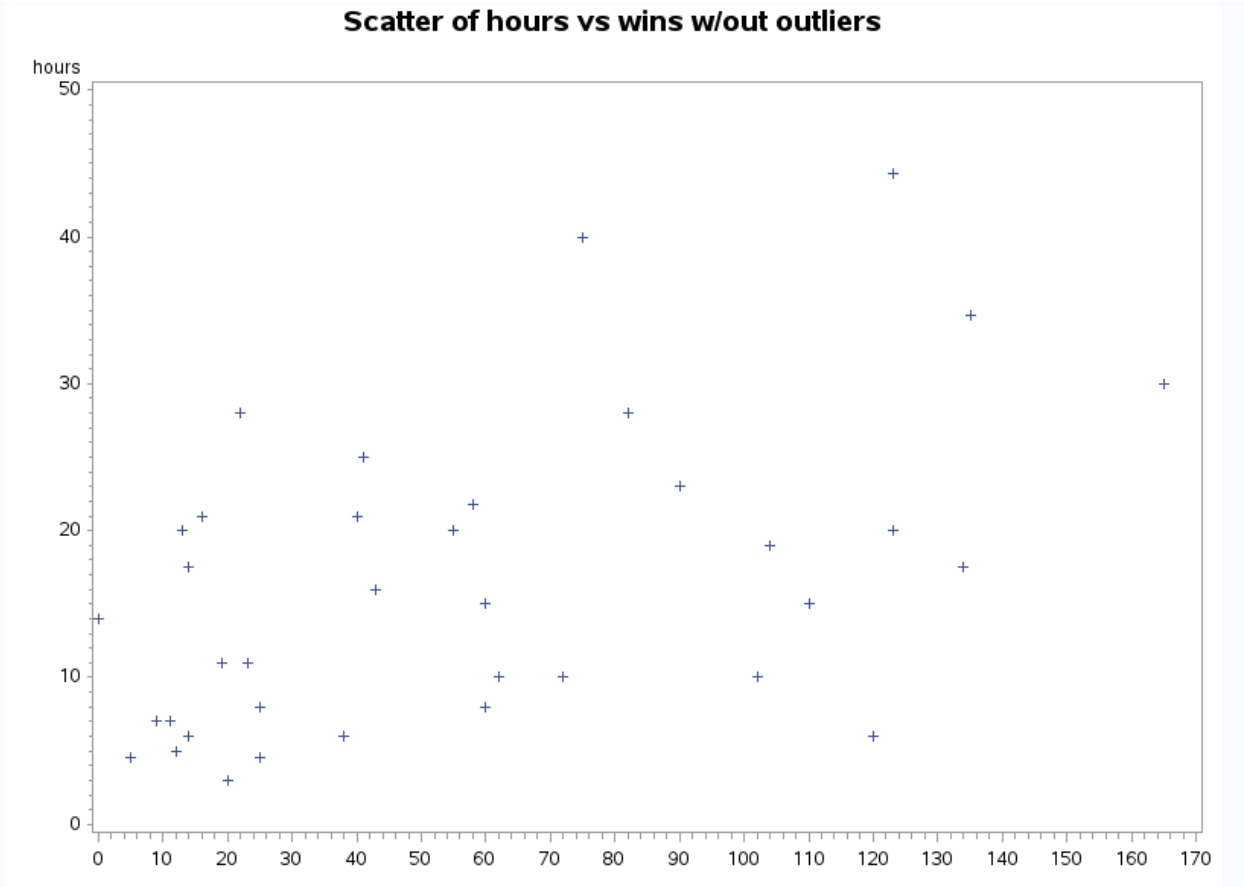


Figure 3.4.2

It's weak but linear and positive.

Corr analysis

The CORR Procedure

3 Variables:	Wins hours KD

Simple Statistics

Variable	N	Mean	Std Dev	Sum	Minimum	Maximum
Wins	41	80.14634	105.70609	3286	0	515.00000
hours	41	19.03002	13.67469	780.23100	3.00000	59.00000
KD	41	1.26366	0.52544	51.81000	0.39000	2.98000

Pearson Correlation Coefficients, N = 41
Prob > |r| under H0: Rho=0

	Wins	hours	KD
Wins	1.00000	0.36467 0.0191	0.51614 0.0006
hours	0.36467 0.0191	1.00000	0.11021 0.4927
KD	0.51614 0.0006	0.11021 0.4927	1.00000

Figure 3.5.1

The correlation coefficient between **hours** and **wins** is 0.36467 with an r^2 of 0.133. This indicates that there is a weak positive relationship with only 13% of the variation in **hours** can be explained by the variation in **wins.** The p-value of 0.0191 suggests that it is significantly significant as well.

The correlation coefficient between **hours** and **KD** is 0.11021 with an r^2 of 0.0121. This indicates that there is a weak positive relationship with only 1.21% of the variation in **hours** can be explained by the variation in **KD.** The p-value of 0.4927 suggests that it is not significantly significant.

The correlation coefficient between **wins** and **KD** is 0.51614 with an r^2 of 0.2664. This indicates that there is a weak positive relationship with only 26.64% of the variation in **wins** can be explained by the variation in **KD.** The p-value of 0.4927 suggests that it is not significantly significant as well.

Section 4: Modelling

Of the most interesting things to model from the data, **wins** would be an obvious first choice. However, Time played or time that will be played would be a good thing to be able to predict from the business perspective. If you can manipulate one of the dependent variables like in our case, **wins** or **KD**, by selectively choosing who players fight against (i.e. putting good players against bad players and vice versa), then you could theoretically get the user to play longer.

Since **good** is a generated variable dependent on variables I already know, I'll just stick with the raw data and leave that out of the models I wish to produce. Also I'll be using a dataset that is modified to be free outliers to ensure normality of variables. The correlation matrix only had one significant statistic and it

suggests a weak relationship so collinearity is not a concern. It should be noted that observations are independent from each other in addition to all being normally distributed.

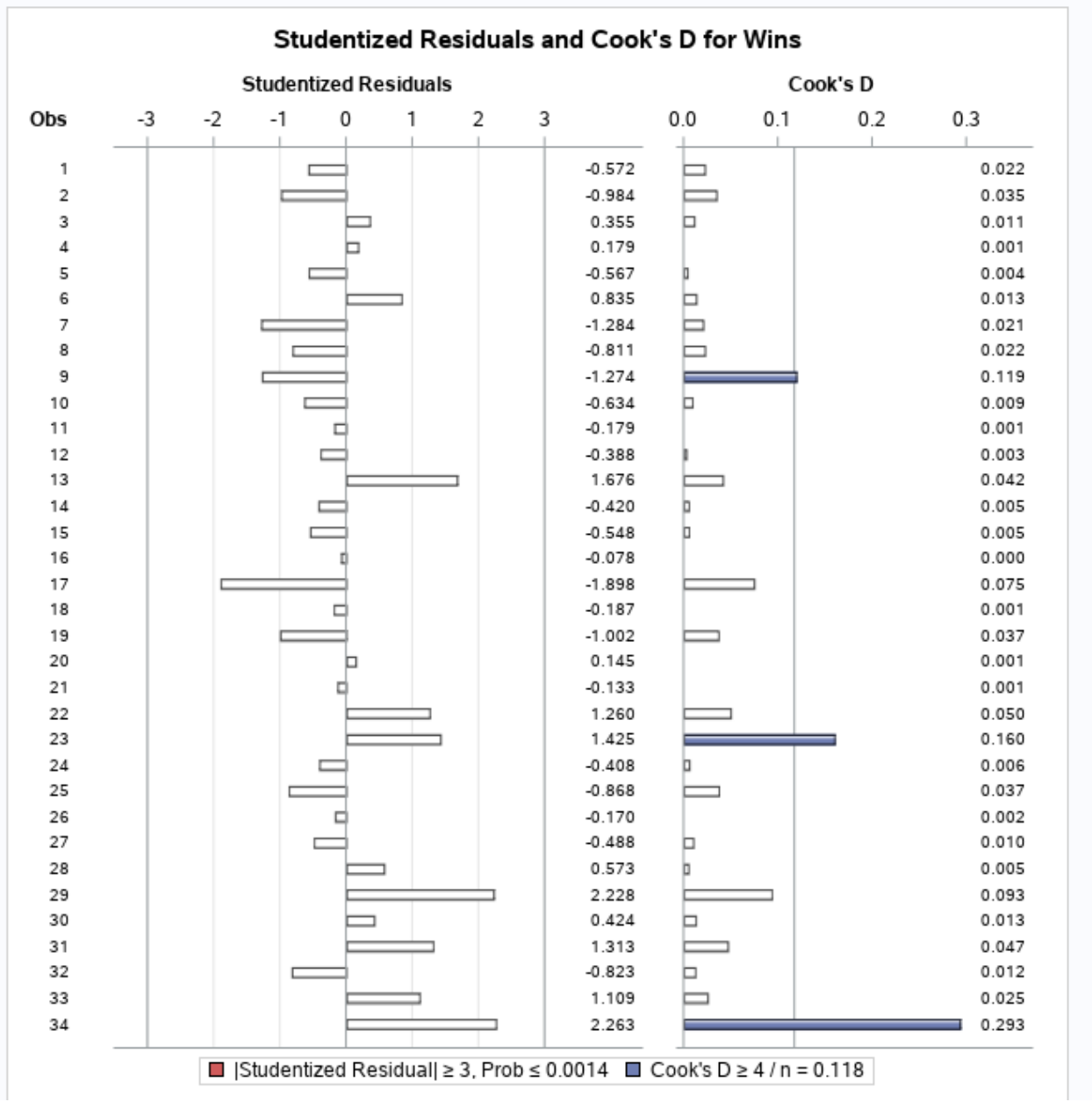


Figure 4.1.1

I will remove the outliers at observations 9, 23, and 34.

Lets use the formula $\hat{Y} = \beta_0 + x_1\beta_1+x_2\beta_2+x_3\beta_3$, where β_i are the constants and x_i is **KD, hours,** and **work**(binary dummy version) respectively.

Analysis of Variance					
Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	3	15851	5283.51072	4.45	0.0115
Error	27	32052	1187.12246		
Corrected Total	30	47903			

Root MSE	34.45464	R-Square	0.3309
Dependent Mean	50.80645	Adj R-Sq	0.2565
Coeff Var	67.81549		

Parameter Estimates					
Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	-15.26355	22.81785	-0.67	0.5092
KD	1	51.16283	17.53026	2.92	0.0070
hours	1	0.36330	1.13438	0.32	0.7512
w1	1	0.81346	15.63376	0.05	0.9589

Figure 4.1.2

With an adjusted R^2 of 25%, using all the variables only explains 25% of the the **wins** variation. The p-value for the F-test shows that at least one of the variables is useful for predicting **wins.** Looking at the variable's individual T-test however we see that only **KD** has a p value that allows me to reject the null hypothesis with the others being wildly larger than alpha. I then used a partial F-test on the less significant variables and see if the p-value is large enough to accept the null hypothesis that they are insignificant predictors.

The REG Procedure
Model: MODEL1

Test test1 Results for Dependent Variable Wins				
Source	DF	Mean Square	F Value	Pr > F
Numerator	2	65.79474	0.06	0.9462
Denominator	27	1187.12246		

Figure 4.1.3

The p-value suggests that there is no evidence to reject my null hypothesis. So I will now make a model for wins that relies solely on KD. The equation is $\hat{Y} = \square_0 + x_1\square_1$.

The REG Procedure
Model: MODEL1
Dependent Variable: Wins

Number of Observations Read	31
Number of Observations Used	31

Analysis of Variance					
Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	1	15719	15719	14.16	0.0008
Error	29	32184	1109.78952		
Corrected Total	30	47903			

Root MSE	33.31350	R-Square	0.3281
Dependent Mean	50.80645	Adj R-Sq	0.3050
Coeff Var	65.56944		

Parameter Estimates					
Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	-13.03998	17.98887	-0.72	0.4743
KD	1	54.01854	14.35329	3.76	0.0008

Figure 4.1.4

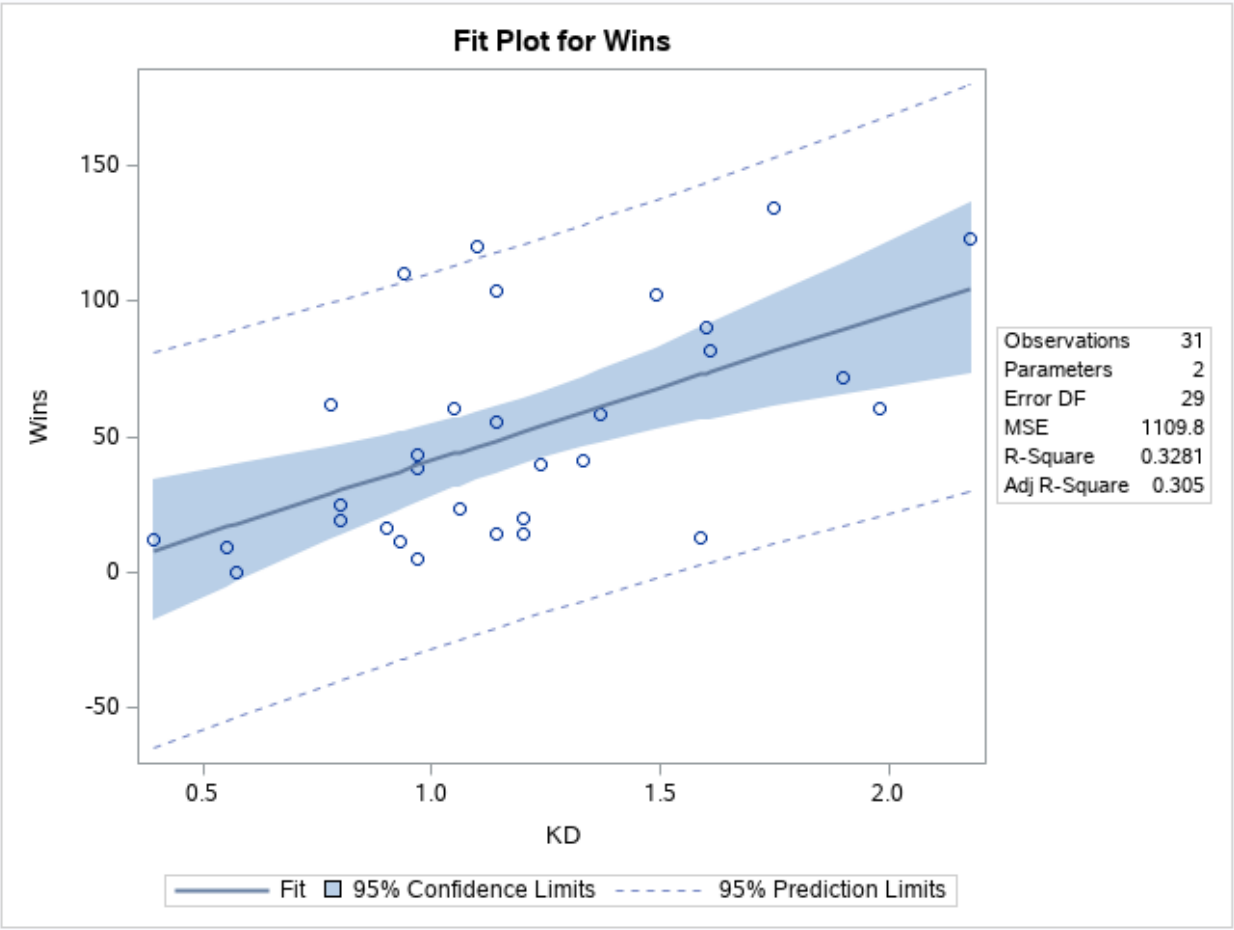


Figure 4.1.5

Final equation: wins = -13.0398887 + 54.01854(KD)

For a model to model **hours.**

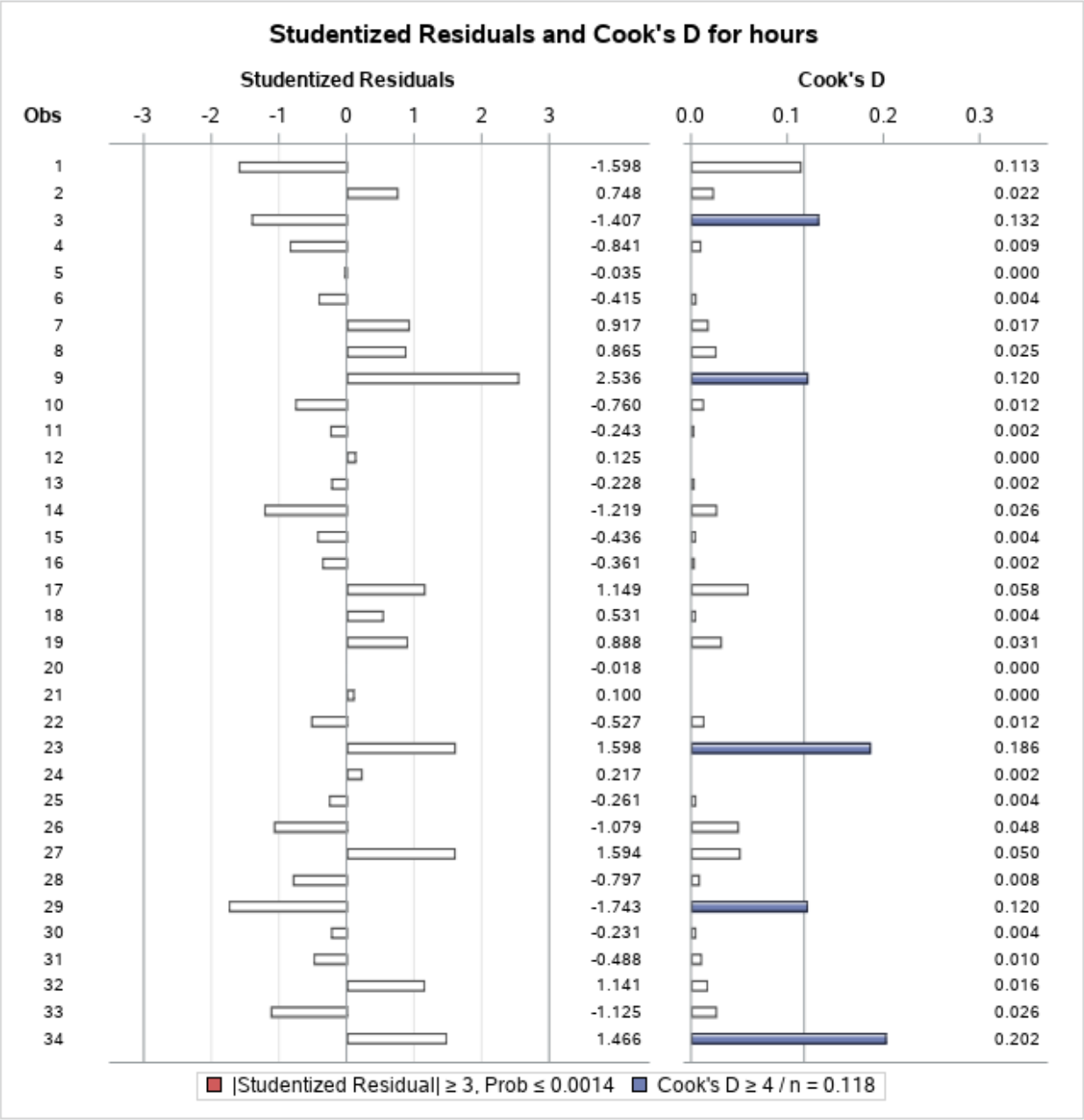


Figure 4.2.1

I will remove the outliers at observations 3 ,9, 23, 29, and 34.

Lets use the formula $\hat{Y} = \beta_0 + x_1\beta_1 + x_2\beta_2 + x_3\beta_3$, where β_i are the constants and x_i is **KD, wins,** and **work**(binary dummy version) respectively.

The REG Procedure
Model: MODEL1
Dependent Variable: hours

Number of Observations Read	29
Number of Observations Used	29

Analysis of Variance

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	3	483.87390	161.29130	4.99	0.0075
Error	25	807.83964	32.31359		
Corrected Total	28	1291.71354			

Root MSE	5.68450	R-Square	0.3746
Dependent Mean	14.31862	Adj R-Sq	0.2996
Coeff Var	39.70008		

Parameter Estimates

Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	11.41774	3.90893	2.92	0.0073
KD	1	5.14063	3.27460	1.57	0.1290
Wins	1	0.03043	0.03497	0.87	0.3925
w1	1	-6.38555	2.47196	-2.58	0.0160

Figure 4.2.2

With an adjusted R^2 of 29%, using all the variables only explains 29% of the variable **hours** variation. The p-value for the F-test shows that at least one of the variables is useful for predicting **hours.** Looking at the variable's individual T-test however we see that only **work(binary dummy)** has a p value that allows me to reject the null hypothesis with the others being wildly larger than alpha. I then used a partial F-test on the less significant variables and see if the p-value is large enough to accept the null hypothesis that they are insignificant predictors.

The REG Procedure
Model: MODEL1

Test test1 Results for Dependent Variable hours

Source	DF	Mean Square	F Value	Pr > F
Numerator	2	123.21249	3.81	0.0359
Denominator	25	32.31359		

Figure 4.2.3

This figure shows that the p-value is small enough to reject the null hypothesis. So I will test the hypothesis that only **wins** are insignificant

The REG Procedure
Model: MODEL1

Test test1 Results for Dependent Variable hours				
Source	DF	Mean Square	F Value	Pr > F
Numerator	1	24.47014	0.76	0.3925
Denominator	25	32.31359		

Figure 4.2.4

Sure enough the p-value is not small enough to reject the null hypothesis that **wins** are insignificant, so I will make a model that uses **KD** and **work(binary double).**
It will instead use the formula $\hat{Y} = \square_0 + x_1\square_1 + x_2\square_2$.

The REG Procedure
Model: MODEL1
Dependent Variable: hours

Number of Observations Read	29
Number of Observations Used	29

Analysis of Variance					
Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	2	459.40376	229.70188	7.18	0.0033
Error	26	832.30978	32.01191		
Corrected Total	28	1291.71354			

Root MSE	5.65791	R-Square	0.3557
Dependent Mean	14.31862	Adj R-Sq	0.3061
Coeff Var	39.51433		

Parameter Estimates					
Variable	DF	Parameter Estimate	Standard Error	t Value	Pr > |t|
Intercept	1	10.94987	3.85367	2.84	0.0086
KD	1	6.85509	2.60338	2.63	0.0141
w1	1	-6.51194	2.45614	-2.65	0.0135

Figure 4.2.5

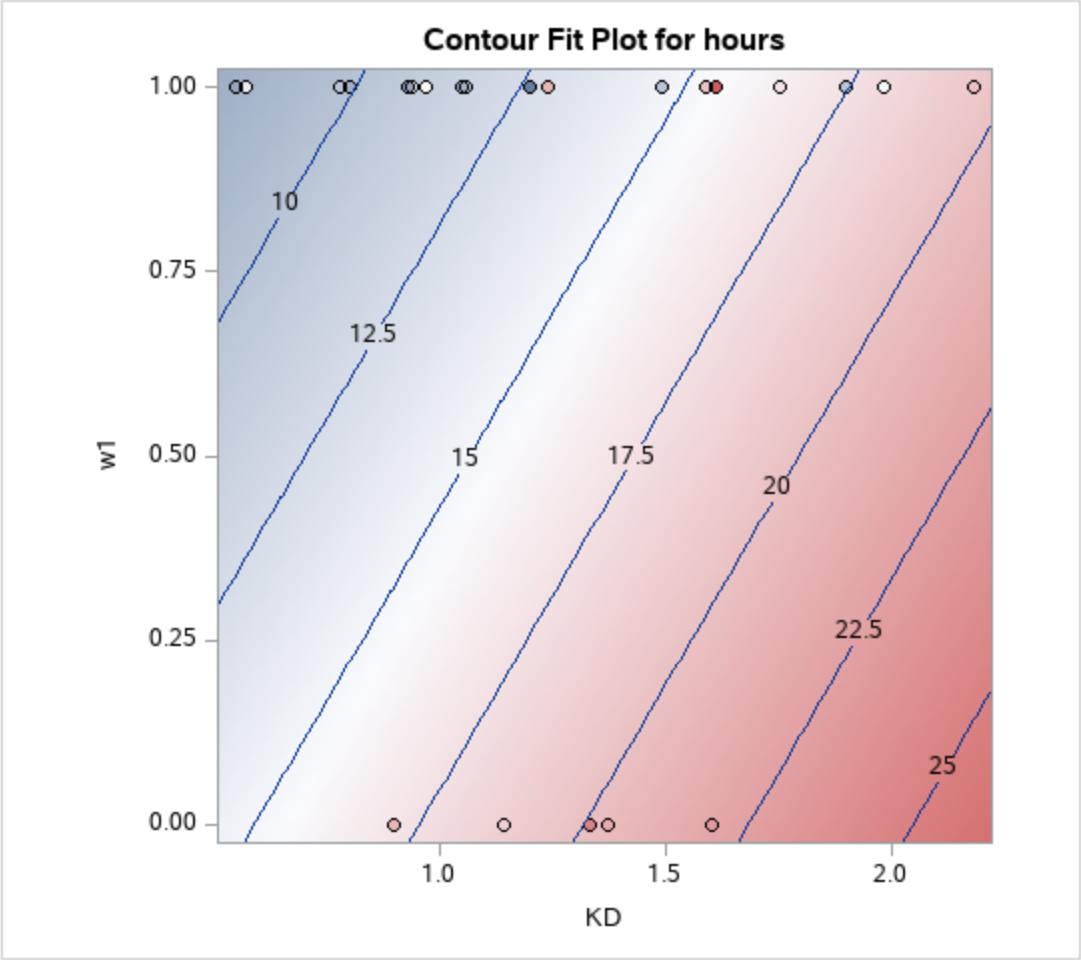


Figure 4.2.6

The final equation: hours = 10.94987 + 6.85509(KD) - 6.51194(work)

Section 5: Limitations

Certain factors just could not be accounted for with the lack of data. One interesting point made by a redditor was that most people play at night so the games during the night are almost always harder, therefore it would make sense to account for the time in which they most frequently play. This is data on games played so surely players will have their outlier games. There is no way to remove that from our data. Also a kill-death ratio and number of wins is not a full proof way to measure skill. Things such as shot accuracy and time spent alive are also good indicators. Speaking of wins, some people are newer to the game than others so they will surely have less wins. It doesn't necessarily follow that their low games won total is an indicator of a “bad” player. Certain choices were made to make this an achievable project but it is still on l a small project with only 40 observations.

Section 6: Conclusion

Given the sample it cannot be concluded that full-time employment status has an effect on wins which will be exciting news to report to others in the community as well as my friend. It was disappointing that a model for wins that used all other variables could not be made. Mostly because it was my guess that it

relied on these selected variables, especially **KD** and **hours.** Perhaps with more variables and a larger sample size, more could be discovered. However, I am very satisfied with the information I learned from this. I found a website that I could scrape to do a larger scale dive into this topic so maybe I will learn more.

Section 7: Appendix

Code:

```
*Author: Chibuikem Oparaoji
;

FILENAME REFFILE '/home/u57042395/warzoneData.csv';

PROC IMPORT DATAFILE=REFFILE
	DBMS=CSV
	OUT=Wardata2;
	GETNAMES=YES;
RUN;

PROC CONTENTS DATA=Wardata2; RUN;
*summary for good variable;
proc freq data=Wardata2;
label good='player quality';
table good;
run;
*bar chart for good varible;
proc gchart data=wardata2;
hbar good;
run;

*summary for work variable;
proc freq data=Wardata2;
label work='full time employment status';
table work;
run;
*bar chart for work varible;
proc gchart data=wardata2;
hbar work;
run;

*historgram for wins;
*also creates summary stats for all numeric varibles;
proc univariate data = wardata2;
histogram wins / midpoints=0 to 500 by 50 normal;
```

```
title "Histogram of wins"
run;

*stem and leaf plot for hours;
proc univariate data=wardata2 plot;
var hours;
run;

*stem and leaf plot for KD;
proc univariate data=wardata2 plot;
var KD;
run;


*sorting for summary stats;
proc sort data=wardata2;
by work;
run;
*Summary stats based on employment status;
proc means data=wardata2;
var wins hours KD;
by work;
title "Summary stats grouped by employment status";
*Making the histograms by the work varibale;
proc univariate data = wardata2 noprint;
histogram KD wins hours /normal;
class work;
title "Histograms"
run;

*sorting for summary stats but for good;
proc sort data=wardata2;
by good;
run;
*Summary stats based on player quality;
proc means data=wardata2;
var wins hours KD;
by good;
title "Summary stats grouped by player quality";
*Making the histograms by the player quality;
proc univariate data = wardata2 noprint;
histogram KD wins hours /normal;
class good;
title "Histograms"
```

```
run;

*Creating data set without wins outliers so I
can use it when I need to identify relationships using the wins variable;
Data wardata1;
set wardata2;
if wins < 300;
if hours < 40;
if KD < 2.2;
run;

*Scatter plots of numeric data;
proc sgscatter data=wardata2;
matrix hours KD wins / group=work diagonal=(histogram kernel);
 run;

proc univariate data = wardata2 noprint;
histogram hours KD /normal;
title "Histogram";
run;


*Data step to creat a dummy variable for work;
data wardata1;
set wardata1;
if work='yes' then do;
w1 =1;
end;
else if work ='no' then do;
w1 = 0;
end;
run;

*Veiwing the proc reg results;
proc reg data=wardata1;
model wins = KD hours w1 /R;
run;
*removing outliers;
Data warreg;
set wardata1;
if wins = 22 then delete;
if hours = 34.66 then delete;
if wins = 165 then delete;
run;
```

```
*crearting model;
proc reg data=warreg;
model wins = KD hours w1;
run;

*Testing the significance of hours and w1;
proc reg data=warreg;
model wins = KD hours w1;
test1: test hours=0,w1=0;
run;

*final model;
proc reg data=warreg;
model wins = KD;
run;


*Veiwing the proc reg results;
proc reg data=wardata1;
model hours = KD wins w1 /R;
run;

*removing outliers;
Data warreg1;
set wardata1;
if wins = 22 then delete;
if hours = 34.66 then delete;
if wins = 165 then delete;
if KD = 0.39 then delete;
if KD = 1.1 then delete;
run;


*crearting model;
proc reg data=warreg1;
model hours = KD wins w1;
run;

*Testing the significance of KD and wins;
proc reg data=warreg1;
model hours = KD wins w1;
test1: test wins=0,KD=0;
run;
```

```
*Testing the significance of wins;
proc reg data=warreg1;
model hours = KD wins w1;
test1: test wins=0;
run;

*final model;
proc glm data=warreg1;
model hours = KD w1;
run;
```

Data:

Work	KD	Wins	hours	Good
no	1.14	14	6	bad
yes	0.97	38	6	bad
no	0.9	16	21	bad
yes	1.06	23	11	bad
yes	0.78	62	10	bad
yes	1.98	60	15	good
no	2.98	25	4.5	bad
yes	1.2	14	17.5	bad
yes	0.57	0	14	bad
yes	0.8	22	28	bad
yes	0.97	5	4.5	bad
yes	1.9	72	10	good
yes	1.61	82	28	good
yes	0.55	9	7	bad
yes	1.05	60	8	good
no	0.39	12	5	bad
yes	1.1	120	6	good
no	1.33	41	25	good
yes	2.18	123	20	good
yes	1.75	134	17.5	good
yes	0.8	19	11	bad
yes	0.94	110	15	bad
yes	1.24	40	21	good

yes	1.49	102	10	good
yes	2.4	515	15	good
yes	1.2	165	30	good
yes	1.2	20	3	bad
yes	0.93	11	7	bad
yes	0.8	25	8	bad
yes	1.59	13	20	bad
yes	0.97	43	16	bad
no	1.6	90	23	good
no	1.14	55	20	good
no	0.97	75	40	bad
no	1.14	104	19	good
no	1.14	49	59	good
no	1.08	123	44.3	good
no	1.13	135	34.66	good
no	2.18	483	50.004	good
no	1.29	119	48.527	good
no	1.37	58	21.74	good

Pictures of sampling method:

Promts

Hi, that was a good post and I see you're an active member in the community, I was hoping you could help me answer a few questions for my school project on warzone players. I don't need much I just need your answer to these questions
Do you work full time?
What's your K/d?
How many wins do you have? (not including plunders and LTMs)
How many hours a week do you think you play?
If you can help that's fine, otherwise sorry for the spam message.

Hi, I get what you, I was hoping you could help me answer a few questions for my school project on warzone players. I don't need much I just need your answer to these questions
Do you work full time?
What's your K/d?
How many wins do you have? (not including plunders and LTMs)
How many hours a week do you think you play?
If you can help that's fine, otherwise sorry for the spam message.

LOL that was a funny post. Sorry for the long message but I was hoping you could help me answer a few questions for my school project on warzone players. I don't need much I just need your answer to these questions
Do you work full time?
What's your K/d?
How many wins do you have? (not including plunders and LTMs)
How many hours a week do you think you play?
If you can help that's fine, otherwise sorry for the spam message.

Hey nice clutch and sniper shots. Sorry for the long message but I was hoping you could help me answer a few questions for my school project on warzone players. I don't need much I just need your answer to these questions
Do you work full time?
What's your K/d?
How many wins do you have? (not including plunders and LTMs)
How many hours a week do you think you play?
If you can help that's fine, otherwise sorry for the spam message.

Hey, sorry to interrupt the flow. Could you help me answer a few questions for my school project on

GreenPhantom161
Hi, that was a funny post lol. Sorry ...

ShrekSeager123
Hi, that was a funny post lol. Sorry ...

Tyber_Roman
Hi, that was a good post and I see ...

Scobes96
DAMN that was a nice shot! I see y...

DontSmokeMate
Hey man, great content and I see y...

WatchmakerJJ
Hi, nice Sykov play! Sorry for the lo...

Paddy560
Hi, that was a funny post lol. Sorry ...

Datsgustrong
Hi, that was a funny post. I was ho...

WarzoneTerritory
Hi, that was a good compilation lol ...

VeteranWookie
Hi, that was some good content an...

DPRBassman
Thanks, No problem! Yes I work full...

BruhBrehBroh
Thanks a ton!

Kindly_Fancy
Good luck!

briklot
Thank you so much for the info!

ContentConch
Hi, that was a good post and I see ...

Wattsonmaster667
Hi, no clue if thats the case but suc...

SorryIdontknowmyName
Hi, that was a good post and I see ...

2

r/Warzone Crossposted by u/IKrocking 3 days ago

So I decided to do a Warzone project (2nd attempt for responses)

r/CODWarzone · Posted by u/IKrocking 9 days ago

So I decided to do a Warzone project for school Question

Need some help to get back on Warzone

Not a lot of help but I do need to know a little bit about you. Before I hop back on Warzone I need to complete a project for school and I've chosen to do it on Warzone players because... I wanted to play warzone when I started the project.

Here's what I need from you:

Are you a full-time worker?

Whats your k/d ratio?

How many hours a week do you think you play?

How many wins do you have? (does not include plunder, rebirth, and LTMs)

You can comment, send, a message, or a chat. I'll record all of it.

I don't need a lot of data. (Only 40 entries and I asked elsewhere too)

Thank you! Here's my answer in case you're wondering No 1.18 6 hours a week 14 wins

2 points · 17 comments