

Codebook for game_data_cleaned

Autogenerated data summary from dataMaid

2023-03-16 20:38:13

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	9879
Number of variables	15

Codebook summary table

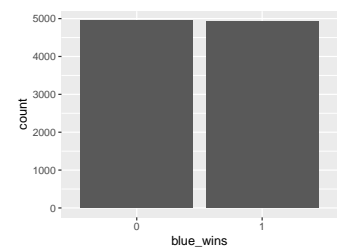
Label	Variable	Class	# unique values	Missing	Description
	blue_wins	factor	2	0.00 %	Game outcome for blue team (1 for win, 0 for loss)
	first_blood	factor	2	0.00 %	First blood for blue team (1 for yes, 0 for no)
	dragons	factor	3	0.00 %	Difference between number of dragons slain by blue and red team (0: none, 1: blue, -1: red)
	heralds	factor	3	0.00 %	Difference between number of heralds slain by blue and red team (0: none, 1: blue, -1: red)
	towers_destroyed	integer	7	0.00 %	Difference between total number of towers destroyed by blue and red team
	wards_placed	integer	284	0.00 %	Difference between number of wards placed by blue and red team
	wards_destroyed	integer	46	0.00 %	Difference between number of wards destroyed by blue and red team
	experience	integer	5356	0.00 %	Difference between total experience gained by blue and red team
	kills	integer	33	0.00 %	Difference between total number of kills by blue and red team
	assists	integer	46	0.00 %	Difference between total number of assists by blue and red team
	gold	integer	6047	0.00 %	Difference between total gold possessed by blue and red team

Label	Variable	Class	# unique values	Missing	Description
	minions	integer	213	0.00 %	Difference between total number of minions killed by blue and red team
	avg_level	numeric	42	0.00 %	Difference between average champion level of blue and red team
	elite_monsters	integer	5	0.00 %	Difference between number of elite monsters slain by blue and red team
	total_jungle_minions_killed	integer	110	0.00 %	Difference between total jungle minions killed by blue and red team

Variable list

blue_wins

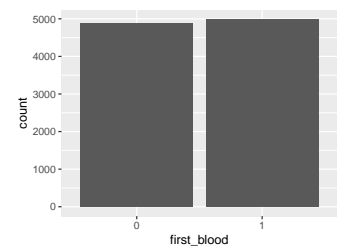
Feature	Result
Variable type	factor
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	"0"
Reference category	0



- Observed factor levels: "0", "1".

first_blood

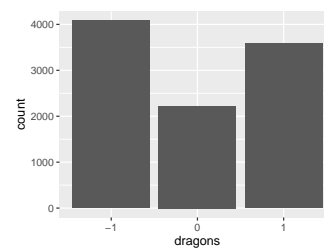
Feature	Result
Variable type	factor
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	"1"
Reference category	0



- Observed factor levels: "0", "1".

dragons

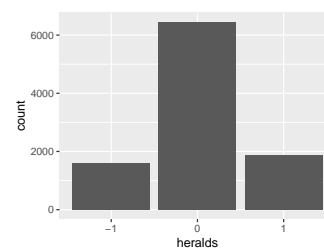
Feature	Result
Variable type	factor
Number of missing obs.	0 (0 %)
Number of unique values	3
Mode	"-1"
Reference category	-1



- Observed factor levels: "-1", "0", "1".

heralds

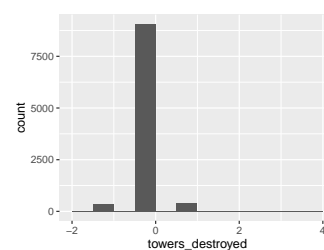
Feature	Result
Variable type	factor
Number of missing obs.	0 (0 %)
Number of unique values	3
Mode	"0"
Reference category	-1



- Observed factor levels: "-1", "0", "1".

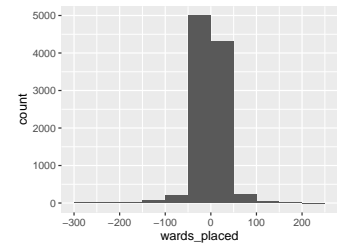
towers_destroyed

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	7
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	-2; 4



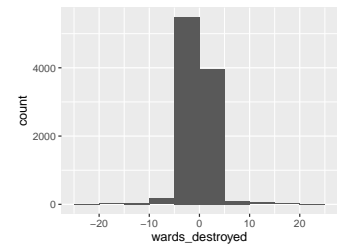
wards_placed

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	284
Median	0
1st and 3rd quartiles	-4; 4
Min. and max.	-260; 234



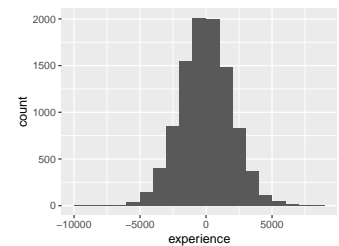
wards_destroyed

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	46
Median	0
1st and 3rd quartiles	-1; 1
Min. and max.	-23; 23



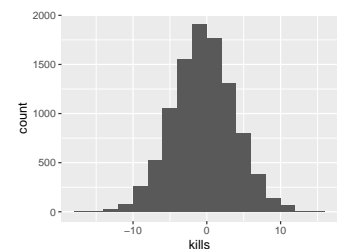
experience

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	5356
Median	-28
1st and 3rd quartiles	-1290.5; 1212
Min. and max.	-9333; 8348



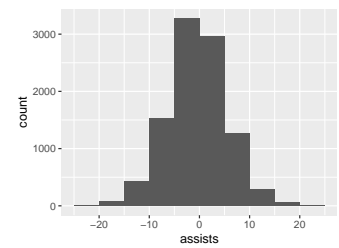
kills

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	33
Median	0
1st and 3rd quartiles	-3; 3
Min. and max.	-17; 16



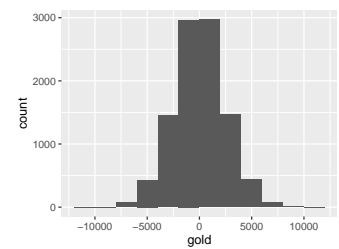
assists

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	46
Median	0
1st and 3rd quartiles	-4; 4
Min. and max.	-25; 23



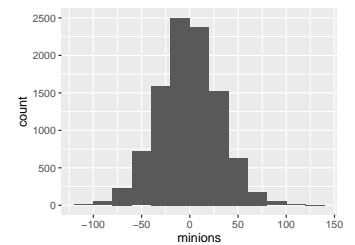
gold

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	6047
Median	14
1st and 3rd quartiles	-1585.5; 1596
Min. and max.	-10830; 11467



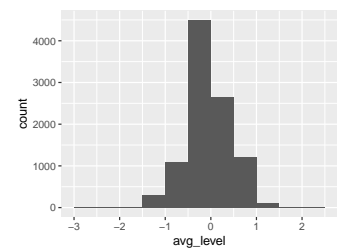
minions

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	213
Median	-1
1st and 3rd quartiles	-21; 20
Min. and max.	-120; 127



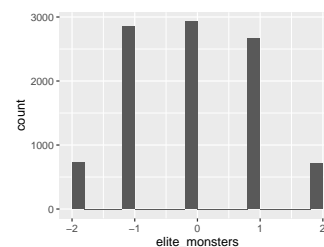
avg_level

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	42
Median	0
1st and 3rd quartiles	-0.4; 0.2
Min. and max.	-2.6; 2.4



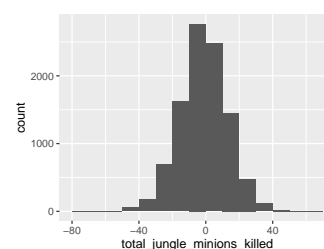
elite_monsters

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	0
1st and 3rd quartiles	-1; 1
Min. and max.	-2; 2



total_jungle_minions_killed

Feature	Result
Variable type	integer
Number of missing obs.	0 (0 %)
Number of unique values	110
Median	0
1st and 3rd quartiles	-10; 8
Min. and max.	-72; 64



Report generation information:

- Created by: Kevin Indirajith (username: kavin).
- Report creation time: Thu Mar 16 2023 20:38:14
- Report was run from directory: /Users/kavin
- dataMaid v1.4.1 [Pkg: 2021-10-08 from CRAN (R 4.2.0)]
- R version 4.2.2 (2022-10-31).
- Platform: x86_64-apple-darwin17.0 (64-bit)(macOS Ventura 13.0).
- Function call:

```
dataMaid::makeDataReport(data = game_data_cleaned, mode = c("summarize", "visualize", "check"), smartNum = FALSE, file = "codebook.Rmd", replace = TRUE, checks = list(character = "showAllFactorLevels", factor = "showAllFactorLevels", labelled = "showAllFactorLevels", haven_labelled = "showAllFactorLevels", numeric = NULL, integer = NULL, logical = NULL, Date = NULL), listChecks = FALSE, maxProbVals = Inf, codebook = TRUE, reportTitle = "Codebook for game_data_cleaned")
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