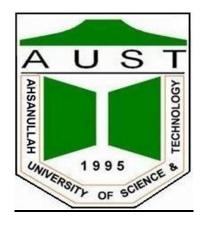
# **AHSANULLAH UNIVERSITY OF SCIENCE & TECHNOLOGY**



**Course No: CSE 4108** 

**Course Name: Artificial Intelligence Lab** 

Section: B Lab Group: B2

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**Dataset Report of the Project: Valorant Game Result Prediction** 

# **Submitted to:**

Tonmoy Hossain Md. Siam Ansary

Department of CSE, AUST. Department of CSE, AUST.

# **Submitted By:**

Name: Md. Abir Hossain

**ID:** 170204106

### 1. Overview of the Dataset

Name of the Dataset	valorant_player_match_summery
File Format of the Dataset	.csv
Dimension of the Dataset	100 x 6
Number of Total Columns	6
Number of Total Rows	100
Number of Feature Columns	5
Name of Feature Columns	agent, map, kill, death, avg_score
Number of Target column	1
Name of target Column	result

### 2. <u>Description of the feature(s) and Target(s) in the Dataset</u>

Name of the Feature: agent

**Unit:** Integer

Range: 1 - 12

<u>Description:</u> In the game (Valorant) there are 12 different characters a player could choose to play a match. Different characters plays a different role in the game. The characters are categorized in number. Here is the list.

Number	Character's Name
1	Brimstone
2	Rayna
3	Killjoy
4	Omen
5	Viper
6	Yoru
7	Sage
8	Jett
9	Raze
10	Phonex
11	Skye
12	Cypher

Name of the Feature: map

**Unit:** Integer

Range: 1 - 6

<u>Description:</u> There are 6 maps in this game. The maps are also categorized in number.

Number	Map's Name
1	Ascent
2	Bind
3	Haven
4	Icebox
5	Spllit
6	Breeze

Name of the Feature: kill

**Unit:** Integer

Range: 2 - 37

<u>Description:</u> This feature represents the number of kills the player gets in a match.

Name of the Feature: death

**Unit:** Integer

Range: 3 - 28

<u>Description:</u> This feature represents the number of deaths the player have in a match.

Name of the Feature: avg\_score

**Unit:** Integer

Range: 76 - 422

<u>Description:</u> This feature represents the Average Combat Score. That means, the money spend in a match vs. the total kill count.

Name of the Target: result

**Unit:** Integer

Range: 0 - 1

<u>Description:</u> If the target value is '1', that means the player wins that match. And if the target value is '0', that means the player loses that round.

#### 3. Data Sources

All the data are collected from three player's profile. The source is given below.

- 1. <a href="https://tracker.gg/valorant/profile/riot/lquqpgqr%23abir/overview">https://tracker.gg/valorant/profile/riot/lquqpgqr%23abir/overview</a>
- 2. <a href="https://tracker.gg/valorant/profile/riot/TheBackupGuy%231111/overview">https://tracker.gg/valorant/profile/riot/TheBackupGuy%231111/overvieww</a>
  <a href="https://tracker.gg/valorant/profile/riot/TheBackupGuy%231111/overview">https://tracker.gg/valorant/profile/riot/TheBackupGuy%231111/overvieww</a>
- 3. <a href="https://tracker.gg/valorant/profile/riot/shabnur%230000/overview">https://tracker.gg/valorant/profile/riot/shabnur%230000/overview</a>