**Project report**

**Background**：Modern young people basically know a game called League of Legends. This is a 5v5 large online strategy against PC game. Players according to the characters they are good at, as well as their positions in the team, show their personal skills and team awareness, and fight in the game map. This is a game that is popular all over the world. Every year there is a global professional league, and the prize money is very high. But there are few mainstream reports about this game, because the mechanics of this game are more complicated. The data we are studying now is the data collected from the professional leagues in other countries except China since 2015.

**Problem statement**：In this game, it is divided into two camps, red and blue, with bases distributed at both ends of the map. Friends around us always say that it is easier to win in the blue side, and we seem to have this feeling in the game, so we want to observe through the statistics and comparison of the data.