**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.

The game needs player get gold from killing enemy, get public resource. If the team gold higher than other team, they will get victory easy. There are 5 position in the game can be choose from players, they are: Top, mid, jungle, adc and support. Normally, support player needs to help adc to get gold, so they always get minimal gold.

**Problem statement**：

I want to get know the support player’s gold different between other position players. Because in the early time, support players always get minimal gold, they do not have game experience. In another word, they are not that important in the game. But the game needs 10 players, 2 people always need to be support. In this case, will the player decrease because 2 of them feels boring? Did the riot company realize this and do some patch? (for example increase the support players game experience). If they did, is it useful? Is the people increase after the patch?

**Approach**:

We are going to import the data first and use the graph to analyze

(1) Get the data

(2) Calculate the whole team gold according to year.

(3) Calculate the gold gained from supports

**Finding**：

After comparing the data, we found

图片包含 游戏机

描述已自动生成

The red part means the whole team’s average gold gained. The blue part means the support players gold gained

**Conclusion**:

The graph shows the relationship between support player and the whole team. At the early time, support player always get less gold, they cannot get resource, but riot company realize this case, so they have update many version, aim to improve support players gaming experience, the graph shows now the support players gold is getting better, and the diff between past and now. in another hand it proved the riot company have successful patch about the support position, make the game player increase. It means the company patch is working.