

Machine intelligence CMP402B

Faculty of engineering

Cairo University

Machine Intelligence

Project Proposal

Team 15

Team Members

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Problems

1- League of legends

League of Legends is a MOBA (multiplayer online battle arena) where 2 teams (blue and red) face off. There are 3 lanes, a jungle, and 5 roles. The goal is to take down the enemy Nexus to win the game.

The game has a competitive mode (ranked solo queue) where players are ranked according to their skill levels (iron, silver, ...). The average time for a league of legends game is 25 to 30 min (depends on the rank).

The dataset contains the first 10min. stats of approx. 10k ranked games (SOLO QUEUE) from a high ELO (DIAMOND I to MASTER). Players have roughly the same account level.

This data can help gain insights about the effect of the early game (first 10 min) on the final winner and develop strategies for winning.

[Dataset](https://www.kaggle.com/bobbyscience/league-of-legends-diamond-ranked-games-10-min)

Evaluation Metrics

In each of the problems stated above data will be split as follows 80% for training and 20%

the test.

The evaluation metrics used will be accuracy and loss. we might also include f1 score or confusion matrix based on the type of problem chosen.