**Business Intelligence**

**Project Proposal**

**On**

**Predicting the outcome**

A picture containing drawing, food

Description automatically generated

**By**

**Gautham Gaddam v20gauga**

**Abstract:**

League of Legends [1] is an MOBA (Multiplayer Online Battle Arena) where two teams blue and red would be facing each other with 5 players each. It is been divided into 3 Lanes, and a Jungle. The goal is to destroy the enemies Nexus to win the game. They would be different targets for each player at each point where the team players individually complete them thus they would be earning golds which is an key element to improve their abilities to perform better during the game and reach the goal of winning the game. The dataset contains 40 different columns and for the first 10 minutes of the game.

We have taken this data from Kaggle datasets [2] with data collected for the game League of Legends. Our main goal from the data set is to predict the winners of the game using the first 10 minutes with different algorithms.

# References

|  |  |
| --- | --- |
| [1] | L. o. Legends, "Wikipedia," [Online]. Available: https://en.wikipedia.org/wiki/League\_of\_Legends [Accessed 17 04 2020]. |
| [2] | K. fanboi), "Kaggle," [Online]. Available: https://www.kaggle.com/bobbyscience/league-of-legends-diamond-ranked-games-10-min [Accessed 17 04 2020]. |