Research Task: estimate the value of the some LOL skills in winning

Data Features:

Response variable: Chance of winning (Categorical)

Explanatory variables: Kills(Quantitative), Deaths(Quantitative), Assists(Quantitative), LargestMultiKill(Quantitative), GoldEarned(Quantitative), LongestTimeSpentLiving(Quantitative)

There are one response variable and six explanatory variables. Response variables is categorical. All explanatory variables are quantitative.

Analysis Strengths: It has a large data sample. There are traing data and test data which will show how well the model is. Probability is also a better measurement of winning.

Analysis Weaknesses: The dataset dose not explain how well player preforms in different competitions with different teammates.

Alternative Example: estimate the value of the NBA skills in winning

Response Variable: whether or not to win (Categorical)

Explanatory Variable: PointsPerGame(Quantitative), ReboundsPerGame(Quantitative), AssistsPerGame(Quantitative), StealsPerGame(Quantitative), BlocksPerGame(Quantitative), TurnoversPerGame(Quantitative), FreethrowPercentage(Quantitative), FieldGoalPercentage(Quantitative).

<https://stats.nba.com/teams/traditional/?sort=W_PCT&dir=-1&Season=2018-19&SeasonType=Regular%20Season&LastNGames=1>

Teams with more wins tend to have better team stats on points, rebounds, assists, and FieldGoalPercentage. Whether or not to win would be correlated with team stats.