**World of Warcraft: Warlock versus Paladin… Who is the King of the Mountain?**

**Introduction:**

World of Warcraft is a massively multiplayer online role-playing game released in 2004 by Blizzard Entertainment. It is a massive money generation machine for Activision/Blizzard and a leech on many hours of my life.

**Purpose:**

This exploratory analysis was performed to better understand the differences between Warlocks and Paladins in the context of player vs. player (PvP) battlegrounds. I play a Warlock character and noted in battlegrounds my struggles with PvP interactions. People tell me Warlocks suck in PvP and Paladins are where it is at. I do not believe it, so let’s find out.

**Statistical/Hypothetical Questions:**

* HO: Warlocks and Paladins perform the same in battlegrounds
* H1: Warlocks are better than Paladins in battlegrounds
* HO2: The amount of damage and healing a warlock does are not related.
* H2: The amount of damage can be predicted by the amount of healing a warlock does.

**Outcome of EDA:**

I now better understand why people are drawn to Paladins in PvP. Paladin self-sustainment is very powerful with greater burst damage and healing capabilities. As a Warlock, damage and healing are linked but build as a function of time (this is suited for long-duration fights, like those that occur in player vs. environment (PvE)). Therefore, Warlocks do not possess the “Oh Crap” heals or Burst damage capabilities. Paladins, offer dedicated healing and damage paths, making PVP interactions easier to handle. A PvP interaction is a quick fight (think couple punches and you are knocked out). Without burst capabilities, tough to land a knockout.

**What do you feel was missed during the analysis?**

I could have incorporated more classes to determine who truly rules the PvP mountain. Death Knights have begun to become very popular. It would have been interesting to extend my question to the determination of “who is the best PvP class”.

**Where there any variables you felt could have helped the analysis?**

I think an analysis between PvP and PvE performance may have helped with further understanding the dynamics between Paladin and Warlock’s performance. Even within the context of this writeup, I hypothesize why Warlocks are better suited for a PvE versus PvP encounters. Comparing PvP and PvE data would help to support or reject these hypotheses.

**Were there any assumptions made you felt were incorrect?**

I assumed Warlocks rule Paladins in PvP. Going through the information, I do not believe this bias to be supported.

**What challenges did you face, what did you not fully understand?**

My biggest challenge was transforming data for the analysis. I was fortunate in that the DataCamp exercise for Exploratory Data Analysis with Python was fully available to me (not sure why, and not complaining). I struggled mightily with data manipulation and function understanding with Think Stats book. The DataCamp exercises and examples provided hands-on activities, that walked me through how to structure and perform various analysis. This is evident with my linear regression and scatterplot analysis. They are carbon copies of the code I used in the Data Camp exercises. I recommend making this available (and mandating it) for futures classes. The DataCampl exercises were excellent for a previous class (R) and proved useful with EDA 530.