

Overview:

Epic Seven World Championship is a tournament consisting of a Bo3/Bo5 format. The qualifier for the main stage is a Bo3 format where players play against players within their regions, while the main stage is a Bo5 format that only the winners of the qualifiers play. The format allows each player to ban one character each game within the match. The first game of the match, the players will be given first pick randomly, also known as Player 1. The loser of the game will then be able to choose which side they would like to play on for the next game of the match. This will continue until who ever wins the match format. Each player will pick five characters and after each player will ban one additional character from the opponent's team making it a 4v4. The game will then be played as a turn-based match with characters taking turns making moves.

During the duration of Epic Seven World Championships, we've seen many different play styles, characters, and drafts from different players. I wanted to see what makes each play style viable in enabling different players to win. I decided to look at how each player drafts their team in this tournament to see how they adapt to each other. In addition, I would like to see how the drafts enables unique characters to come out and do well.

Here are some questions we want to answer with our analysis and visualization.

- What do players ban as the match goes on and why they ban said character?
- Is there a preference on first or second pick?
- Are there any trends on what character is chosen based on the region they are in?

Data

The data gathered for this analysis is found through the streaming of the matches. Epic Seven World Championship was streamed on Youtube and Twitch. By going through the VODs of the streams, I can extract information of the matches and put input the data in an excel file. The information gathered was the Match information, player information, and the drafting. The excel file can be downloaded on my Github.

Challenges:

How well a player drafts is just one part of the match. There are many variables that can make and break a match. Some of these variables that we are not going to cover consists of:

- Gearing: Each players' characters have different stats due to the different gear each player has. These stats can cause surprises to their opponents as they would not be expecting different stats.
- Artifacts: In addition to gear, Epic Seven has an Artifact system that gives bonuses to said characters. Some artifacts can give offensive, defensive, or utility bonuses to characters.
- 15%: Epic Seven has a system where de-buffs can be resisted no matter what, at a 15% chance. For example, you can gear a character to, in theory, always de-buff the opponent, but the opponent can resist that de-buff at a 15% rate.

- Player's character list: Some players don't have certain characters. For example, there are a couple of players that don't have Alencia, which is a very strong unit that also provides a defensive buff and can get rid of buffs from the opponent.

This information are much harder to come by since these top players tend to be much more secretive about their account since they play at a very high level.

Visualization:

The visualization was created through Tableau Public. Our visualization was put into a dashboard to allow for specific information visualizations. It can be accessed through the link below:

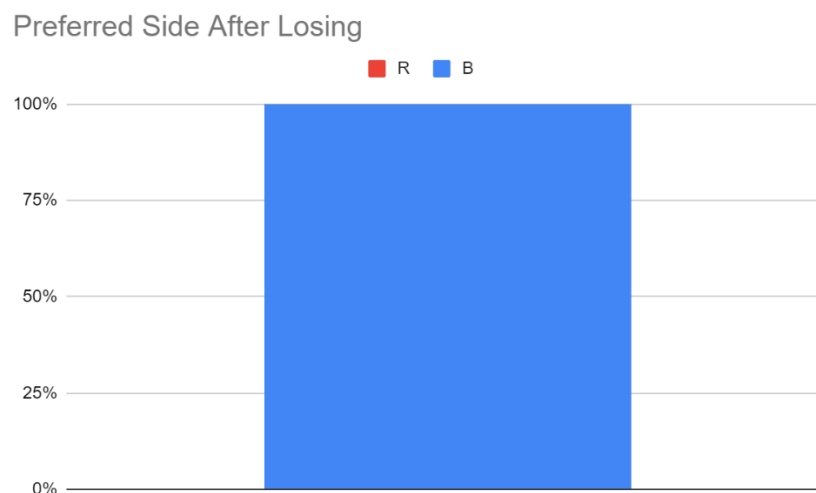
<https://public.tableau.com/app/profile/myron.zhang/viz/EpicSevenWorldChampionshipAnalysis/Player1Prebans>

<https://public.tableau.com/app/profile/myron.zhang/viz/EpicSevenWorldChampionshipAnalysis/Player2Prebans>

<https://public.tableau.com/app/profile/myron.zhang/viz/EpicSevenWorldChampionshipAnalysis/Dashboard3>

Analysis:

The first thing we wanted to see is if there was a preference between first or second pick. I found that first pick had a 100% pick rate when people lose their games. No one was picking red side after they lost.



One possible reasoning for this is because first picking a character is much more valuable in this format. Since every game has bans that decrease the number of strong units, players want to pick the strongest units, so the opponents are not able to pick them against with their two upcoming picks.

Next we wanted to see what type of characters were banned. Since characters were banned each game, we looked at the number of characters banned throughout the games. We found that there was a clear preference of bans. In game 1, player 1 preferred to ban Belian or Hwayoung while player 2 preferred to ban Conqueror Liliias, Belian or Hwayoung. These characters are all extremely strong by providing loads utility and survivability. Belian is also banned because of her ability to remove a whole game mechanic from the game that many characters and players rely on. Game 2, we see player 1 prefers to ban the same three characters as well as Ran and Piera while player 2 also bans the Belian and Conqueror Liliias as well as Angel of Light. These new characters are all characters that can make a move on the first turn and supply a lot of utility. As the match goes on, we see that bans are based on things players find annoying to play against in that specific match.

I then check which characters are most often picked and the types of picks that are played against it. First pick was highly dependent what region that player was from. For example, Korean players picked Mediator Kawerik 7 out of the twelve games, while other regions did not prioritize it as much or at all in the first game. It also had a 71.43%-win rate for the Korean players. After the first game, Mediator Kawerik's pick rate is increased throughout all the regions. The reason for this is that characters that can lower Mediator Kawerik's value are banned and that it provides just as much utility in a team. We also see that if Mediator Kawerik was no picked first, the opponents would most often pick Mediator Kawerik or/and Apoc. Ravi in response to what was first picked. In addition, if Conqueror Liliias and Hwayoung were not banned, they were picked up by Asian and Global players as first pick. We see these character mainly picked due to how strong they are in this tournament. Mediator Kawerik and Conqueror Liliias has provided high utility while characters like Apoc. Ravi and Hwayoung provides damage and can be an anchor for the team. These picks are also relatively safe and are not pushed too hard.

Conclusion:

Epic Seven World Championship had loads of insights on how top players play the game. We see that everybody prefers to play on blue side, which allows them to pick a character first. As we said, this allows the players to pick an extremely strong character that can be flexed into any draft. Being first pick allows the ability to pick certain character since you don't have to ban it. We see this in our pre-bans. In game 1, player 1 can ban Belian or Hwayoung, allowing them to pick Conqueror Liliias if player 2 does not ban it. This type of "pick your style, while banning counters" is most prevalent in the games. We also see that styles are much different between the regions the players are from. We see that Mediator Kawerik is highly prioritized by Korean players, while the other regions choose to pick him after the pool of stronger picks are diluted from bans. Global and Asia server also prefers to play a high damage draft, indicated by the Hwayoung and Conqueror Liliias picks.

Although these are some of the analyses we found, there are many reasons for how the draft goes the way it does or how someone wins the match or not. Characters having different gear, in-game RNG, having said characters all can have a different impact on how the match plays out.