Evaluation:

This model provides an unsatisfactory accuracy of ~40%, I attempted to solve it using another model, a DecisionTreeRegressor from the same library as the DecisionTreeClassifier, with similar results (.py file titled DecisionTreeRegressor in the reopsotory). Therefore, I can guess that in order to increase the accuracy of a model, more test data is necessary.

Findings:

It appears that the players Age and how much time they spend in game don't play too much of a factor in their ranking, however their individual skill and understanding of the game, reflected by stats such as APM and Gap Between PACs, do show a correlation with where they place on the leaderboard.

Hypothetical:

Based on my model results, I would greatly appreciate more data as that would help me increase the accuracy of my prediction model. Data on the fields APM, TotalMapExplored, MinimapAttacks, MinimapRightClicks, NumberOfPACs, GapBetweenPACs, ActionLatency, WorkersMade, ComplexUnitsMade, and ComplexAbilitiesUsed in particular would go a long way, as these fields seem to show the strongest relationship to a players rank.

Meaningful Data:

Player APM compared to Player Rank

Total Map Explored compared to League Index

Minimap Attacks compared to League Index

Minimap Right Clicks compared to League Index

Number Of PACs compared to League Index

Gap Between PACs compared to League Index

Action Latency compared to League Index

Workers Made compared to League Index

Complex Units Made compared to League Index

Complex Abilities Used compared to League Index

Player Age compared to League Index