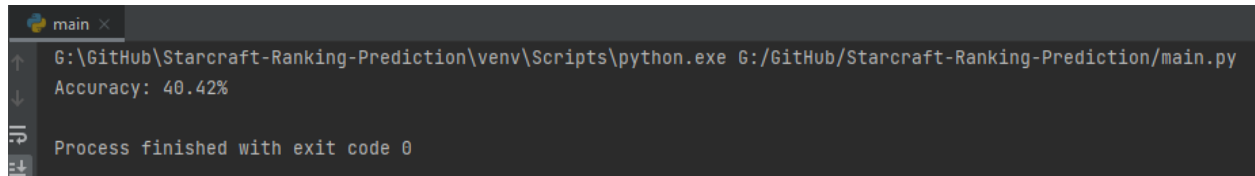


Evaluation:

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 repository). Therefore, I can guess that in order to increase the accuracy of a model, more test data is necessary.



```
main x
G:\GitHub\Starcraft-Ranking-Prediction\venv\Scripts\python.exe G:/GitHub/Starcraft-Ranking-Prediction/main.py
Accuracy: 40.42%
Process finished with exit code 0
```

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:

