

## **SI 206 Final Project Plan**

- a. What is your group's name?
- The Knights of Favonius



- b. Who are the people in the group (first name, last name, umich email)?
- Andrew Stetz, [astetz@umich.edu](mailto:astetz@umich.edu)
  - Eva Prouty, [eprouty@umich.edu](mailto:eprouty@umich.edu)
  - Nick Pisarczyk, [npisar@umich.edu](mailto:npisar@umich.edu)
- c. What APIs/websites will you be gathering data from? The base URLs for the APIs/websites must be different for them to count as different APIs.
- <https://github.com/devesh-anand/genshin-api>
  - <https://genshin-api.netlify.app/api/#events>
  - <https://gshimpact.vercel.app/>
  - [Website](#)
- d. What data will you collect from each API/website and store in a database? Be specific.
- We are collecting data on the characters from Genshin Impact and finding out if the element they are aligned too helps to determine the stats they will carry. (Are ice users more defensive than fire users? Are electric users more suited for attack than rock users? ect.)
- e. What data will you be calculating from the data in the database? Be specific.
- Calculating most common element and weapon combination (5 fire bow users)
  - Calculating the average stats for each element (HP, Attack, Def ect.)
  - Observing the relationship between the average stats across elements
- f. What visualization package will you be using (Matplotlib, Plotly, Seaborn, etc)?
- Matplotlib
- g. What graphs/charts will you be creating?
- Radar charts to show distributions
  - Bar charts to show differences in stats between types

- Different averages
- h. Who is responsible for what? Please note that all team members should do an equal amount of programming and total work.
1. One person will work to parse the data from the APIs and understand how to use them
  2. Another person will be responsible for applying the data in a sorted state into the Cache
  3. Another person will run the Matlab plots to compare the data – if requiring help will ask the 1st person for assistance.

### **Data Comparison Ideas**

How rare is a five star character? Five stars vs. four stars

Different weapons – bow, sword, lance, magic etc

- If you're a lance user, what element are you most likely to have?

Compare new characters from 25 character API with data from 93 character API

### **API Ideas**

One API - get banner info and see what the possibilities of character pulls are

One API - get information about all characters

One API - get information about weapons

### **Theme of Report**

How do you make a game with so many different characters unique?