Nick:

Using the performance rating: AVERAGE OPPONENT SCORE + 400\*(W-L)/G, and rolling previous 10 games, I found a RMSE of 78.5 on player Anita. With rolling previous 20 games, RMSE of 50.2. Anita has 555 rated games. Tried on players Goldenlamb, HivinD, Kwyet, NatthanonL; achieved RMSE ~100 or lower.

Game\_id is not in order. Must use created\_at

Since we are using time (recent games) as a big factor, and recency, a RNN would be good????

How to deal with TPR and situations where there are <10 games to use? Or just the one game? Perhaps assuming average play of 1500 for remaining games. E.g. 2 previous games, assume 8 games of 1500-level play to get to 10 games. May be better to use something closer to the mean for low-history players, such as 1700.

Likely a good idea to have recent game metrics with predictions, similar to how we do performance history.