

As of November 17, 2023:

1. Progress made thus far

Written a webscraper that scrapes dota.com/patches. I am still refining the webscraper because I have not yet finalized my data model.

Each line corresponds to a change:

- Buff
- Nerf
- Rework
- Hosting parent (item or hero)

2. Remaining tasks

Finalize data model and persist scraped information according to the data model.

Separate changes into training and test data sets.

Label training data.

Create a classification model with training data.

Test the model and create a confusion matrix for evaluation purposes.

Write a text-based Python application which uses the model and answers the question of “How many (and which) buffs & nerfs has X hero received in the last N patches”.

3. Challenges being faced

Data scraping is more tedious than expected.

Classifying something as buff or nerf is not enough because sometimes items/hero abilities are fully reworked.