Priority

1. Match (the target is in here) **linked with match\_id**
   1. Tower and barrack status can encoder from dec to bin see <https://wiki.teamfortress.com/wiki/WebAPI/GetMatchDetails#Tower_Status%22tower_status_dire%22:%202047> for more information
2. Player\_time (provide gold, lh, xp at with timestamp) **linked with match\_id and player slot**
   1. Each attribute depends on times and links to player slot we must find some method to manage this problem
3. Players (gpm, xpm, kills, deaths) **linked with match\_id and referrer to account\_id**
   1. Show combination of heroes of each team
4. Teamfights (can estimate benefit of team fight)
   1. Duration may show some significant sign perhaps
5. Teamfights\_players (additional data of teamfights)
   1. Have to group each team fight related to timestamp of team fight then analysis the result of team fights

Unused file

1. Cluster\_regions
2. Hero\_names (represent hero)
3. Ability\_id (represent ability name)
4. Item\_id (represent item name)
5. Match\_outcomes (not understand this file)
6. Objectives (not understand this file and have a lot of missing value)
7. Player\_ratings (what is the value of account\_id)
8. Purchase\_log (hard to identify each timestamp)

Not sure

1. Ability\_upgrades
2. Chat
3. Patch\_dates

problems are interesting to work

1. Predict match win and lose
2. Predict hero combo performance
3. Predict benefit in team fight

Guiding question

1. Tower and barrack status affect the target
2. First blood team can affect the target
3. What is the combination of heroes that most win?
4. Rate of gold, xp change can refer to big team fight
5. Sum of team gold spent will show some insight
6. KDA score will affect to the target
7. Stuns time may have some sign

Result

1. Leaver status doesn’t affect to win or loss although it abandons

Region performance

Items hero