# AP ANALYSIS

By Tontien – EUW

Introduction

One patch can change the game, one patch can change the meta. No patch is the same, that is the rule you need to understand about League of Legends. Of course, one patch can bring more changes, for example we can take the patch for preseasons. The requirement was to compare Patch 5.11 and Patch 5.14: even if there were a lot of changes between each pack, I will try to show you the biggest changes.
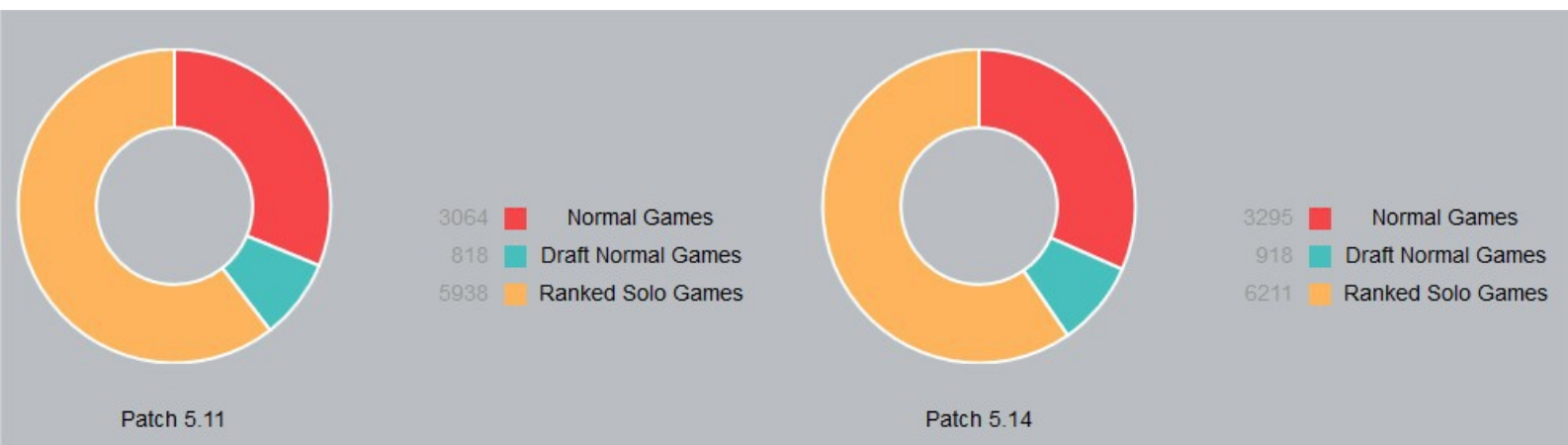
The data

Games by patch

Data comes from the data set provided by Riot for the API contest challenge: 20244 games were analysed with 9820 games on Patch 5.11 and 10424 on Patch 5.14. These games were played on EUW server. You can learn about the choices made on About page. To analyze the numbers, I needed a lot of games for both patches, as you probably know, you cannot do neither analysis or study on a small sample of data. The number is not exactly the same between the two but it is not relevant as most of the data will be showed as per game.
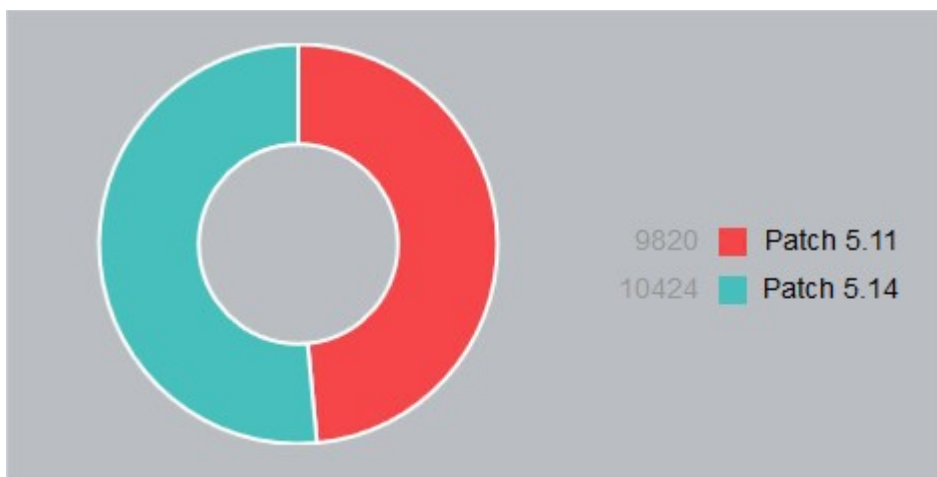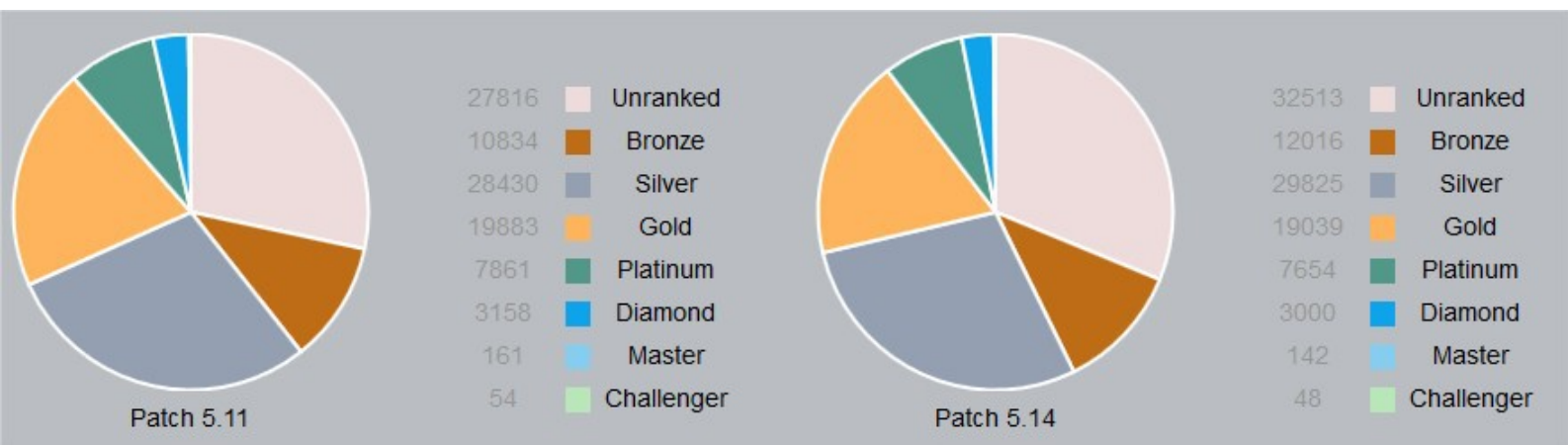

Games by gamemode

Before I parse the data, I hesitate a moment about the games I wanted to retrieve because the common belief is that ranked games are more serious. People will try hard more in order to win but for all soloq players around here, you know it is not always the truth. Leaving the normal games aside would false the data, a lot of players are still playing only on normal games.

Patch 5.11

3064	Normal Games
818	Draft Normal Games
5938	Ranked Solo Games

Patch 5.14

3295	Normal Games
918	Draft Normal Games
6211	Ranked Solo Games

The players

Do not trust everything you read, not all players are bronze (they are not Diamond smurfs either). These graphs are interesting because you can see the distribution among the players. Most of them are still unranked, just for information, these statistics are coming from the ranked games.

Patch 5.11

27816	Unranked
10834	Bronze
28430	Silver
19883	Gold
7861	Platinum
3158	Diamond
161	Master
54	Challenger

Patch 5.14

32513	Unranked
12016	Bronze
29825	Silver
19039	Gold
7654	Platinum
3000	Diamond
142	Master
48	Challenger

Global analysis

Winrate Champion

I should have played Galio instead of Ryze...

## The best champions

Galio

The biggest increase winrate is Galio with +7.09% which is quite impressive: a winrate superior at 60% is very rare because most of the champions are balanced between all of them (Hello to Ezreal, Rengar, Xin and all champions pre nerfs...). Galio winrate can be explained with the change on AP items as it is the only champion you can build on AP and still pretty strong due to his passive: the more magic resistance you have, the more AP you get.

Veigar

I can understand how veigar could be a strong pick after these changes, if you get enough AP in the early game you can OS your ennemy easily, the fight will be a 5v4 quickly. As some items are cheaper (rabadon i am talking to you), the burst come quicker

Nocturne

Good luck to have a real explanation on this one, we can say that his shield is still very strong, especially against AP champions. But yeah, the night can scare a lot of people

|	Champion	Winrate (5.11)	Winrate (5.14)	Winrate difference	Pickrate (5.11)	Pickrate (5.14)	Pickrate difference
	Galio	54.02%	61.11%	7.09	0.89%	1.21%	0.32
	Veigar	45.64%	52.38%	6.74	3.03%	3.63%	0.59
	Nocturne	48.54%	54.52%	5.99	2.43%	3.61%	1.17

The worst champions

Ryze

The nerfs on Ryze did not help him at all, what can we say? Nobody likes to be root 100% the time, it does not provide a real 1v1 in the early game. Apparently the modification on AP items was not a good change for him either.

Trundle

Trundle is pick a little more but his winrate drops a lot, Yellowstar, what have you done? One particular note, his winrate in bottom lane jumps from 1.46 to 19% whic is probably one of the biggest jump between those patchs. Besides that, he is probably not the best champion for his category, do no feed toplane guys please.

Quinn

One more chance to explain you that Quinn is not a very good champion, her pickare was up but unfortunately it does not help her winrate. Maybe if you get a lot of practice on it. I have heard that you need to play like 1000 games to master a champion.

|	Champion	Winrate (5.11)	Winrate (5.14)	Winrate difference	Pickrate (5.11)	Pickrate (5.14)	Pickrate difference
	Ryze	47.73%	37.78%	-9.95	9.41%	3.45%	-5.96
	Trundle	54.15%	47.31%	-6.83	2.09%	2.68%	0.59
	Quinn	56.11%	49.52%	-6.59	3.25%	5.04%	1.79

Items

New AP items, cheaper items and the conclusion is reached quite easy, you build more AP items. Rylai Crystal Scepter is back! A pretty strong item to be tanky, he has AP stats and still have a strong CC.
Needessly Large Rod is bought a lot more especially because the items becomes cheaper and it is still the only item who can give the most AP you can buy in the shop.

	Item	Average 5.11	Average 5.14	Difference
	Nashor s Tooth	0.1	0.17	38%
	Amplifying Tome	0.36	0.58	38%
	Rylai s Crystal Scepter	0.28	0.44	37%
	Needlessly Large Rod	0.53	0.71	25%
	Liandry s Torment	0.3	0.38	22%

About the wards

As I said just before, you can afford easily AP items now: you do not need to wait 1600gold to buy the big item. In fact you can buy the AP items you want now, but that means less gold to ward. We can see clearly this change has a strong impact on vision. But you know, you still need to buy wards guys!
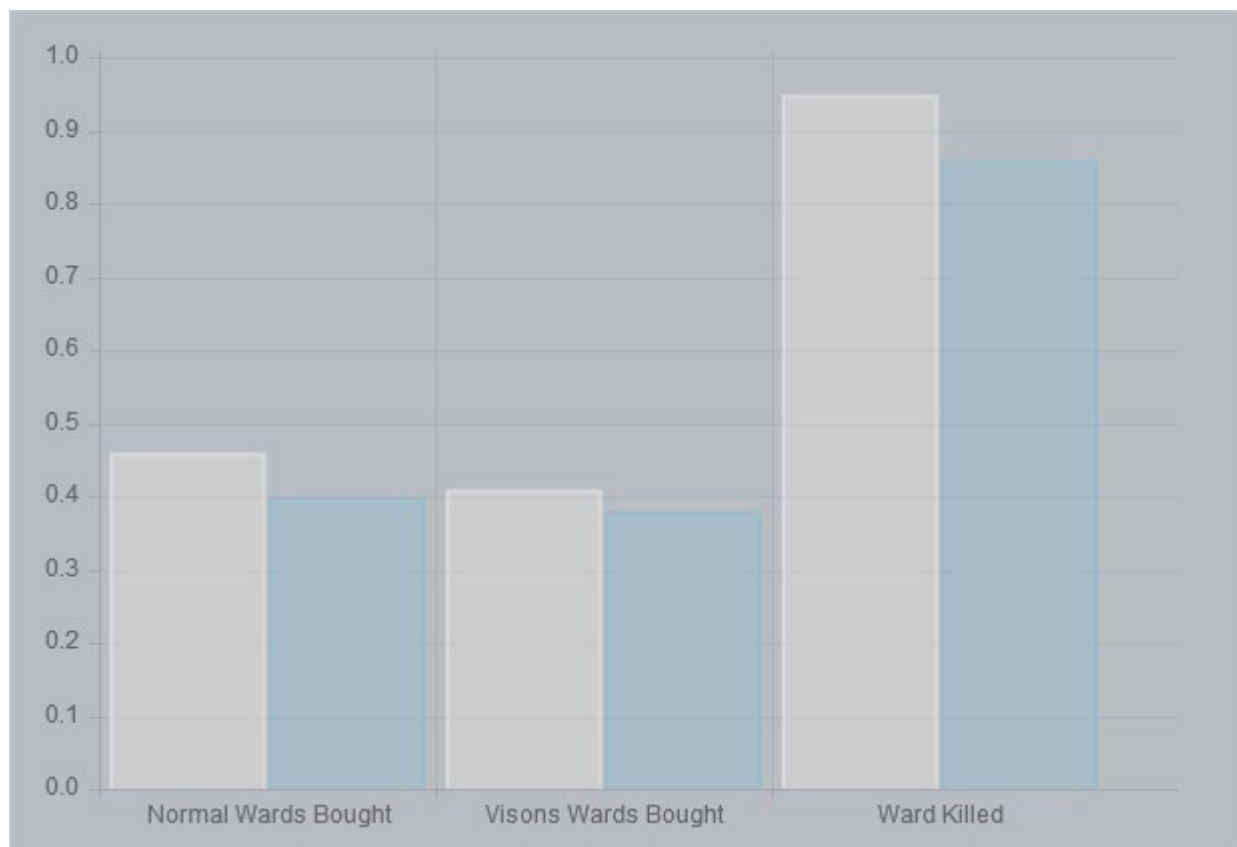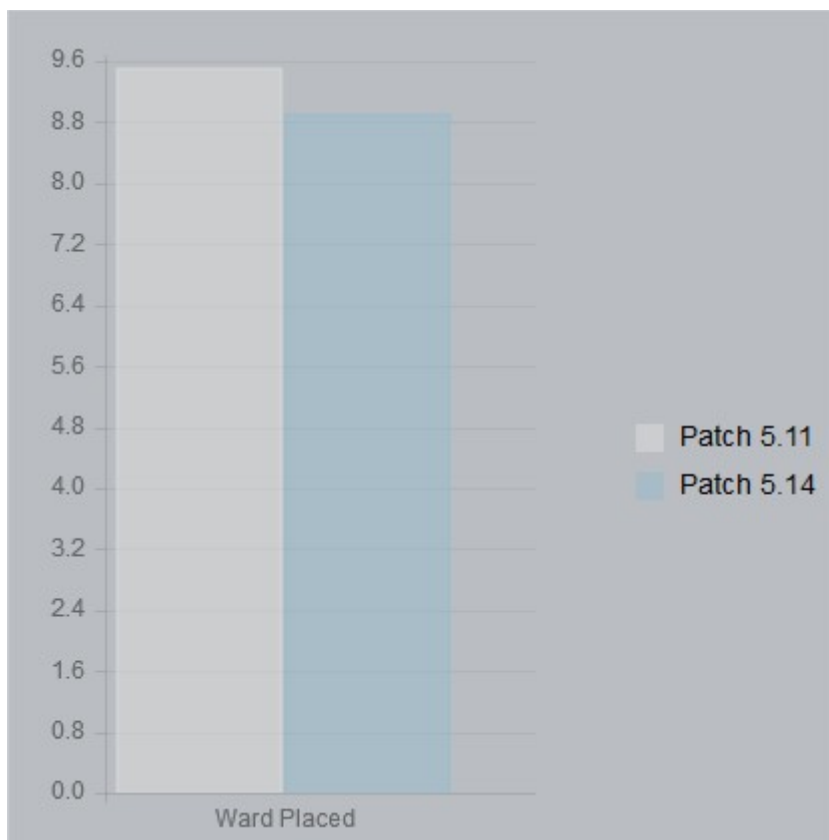
Objectives Average

Objectives Average statistics is probably the strongest indicator to show that AP items did not change the core of the game. The objectives are almost the same, one thing we can highlight is that the games last less time in Patch 5.14 (which can also explain you have less objectives per game).

	Dragons	Barons	Towers	Inhibitors	Time
Patch 5.11	3.64	0.79	12.17	2.31	36.05
Patch 5.14	3.56	0.82	12.17	2.24	35.33

Dragon kills

The average statistics did not change but if we go into deeper into the numbers, you can find this graph explaining the chance of winrate linked to the number of dragons killed. You know that only with 2 dragons you have already more chace to win. Just thanks a lot to the team who lost with 7 dragons, how is it possible, you had the buff!
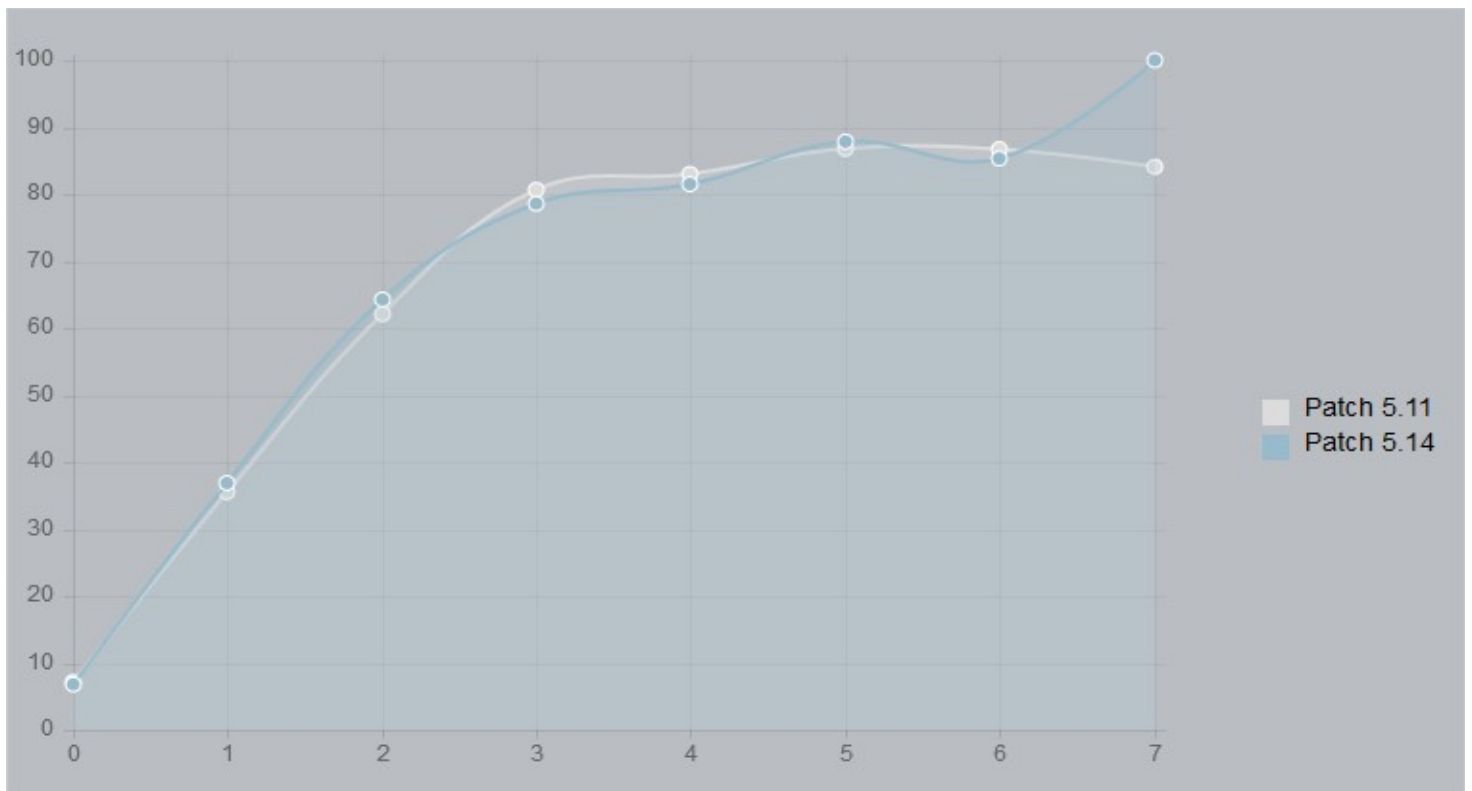
Win with the first

The stats also did not change with the different patches but one thing you can notice: it is not lost at all if you did not get the first Baron. Unfortunately if you lost the inhibitor first, you have pretty good chance to loose the game, however all players already won a game that they thought they will loose at 95% . The story: always tryhard to win your games!

The metagame

Champion Category

To have more details, it was impossible to do it only with the lanes, that's about that time we introduce the category idea for champion. According to Riot API, there are 5 categories: Assassin, Fighter, Mage, Marksman, Support, Tank. What I discover quickly is that one champion can be in several categories (If we take Aatrox as example, he is flagged as Fighter and Tank. But for the propice of this study, I wanted to make it more simple so I assume that one Champion can be in only one Category. I modify a little bit the tags coming from the API.

But in order to do so, I create a little algorithm i will try to explain:

```
IF (ChampionLane == "BOTTOM")
    IF (ChampionKillsPerGame < 3 || ChampionMostItems = "SightStone")
        Category = "Support"
    ELSE
        Category = "Marksman"
ELSE
    IF (ChampionKillsPerGame > 9 || ChampionAbility = "Stealth")
        Category = "Assassin"
    ElSEIF (ChampionCategoryItem = "AP")
        Category = "Mage"
    ELSEIF (count(ChampionCategoryItem == "DAMAGE") <= 1)
        Category = "Tank"
    ELSE
        Category = "Fighter"
```

I did change some champions manually because it would be weird to let the result given by the algorithm (Hello Assassin Karthus, we all know you are not even one, just a fed mage who press R to steal all the kills!)

Pickrate

We can learn a lot about this graph. First, you can find a big difference between the winrate by lane and the winrate by category. After put one category for each of these champions, you can determine the pickrate for all roles. What is funny is that Mage pickrate was not too big, you even lost some points. But there was a strategy orchestred by the the others: If you want to beat AP, build Assassin, they will not to have time to burst you
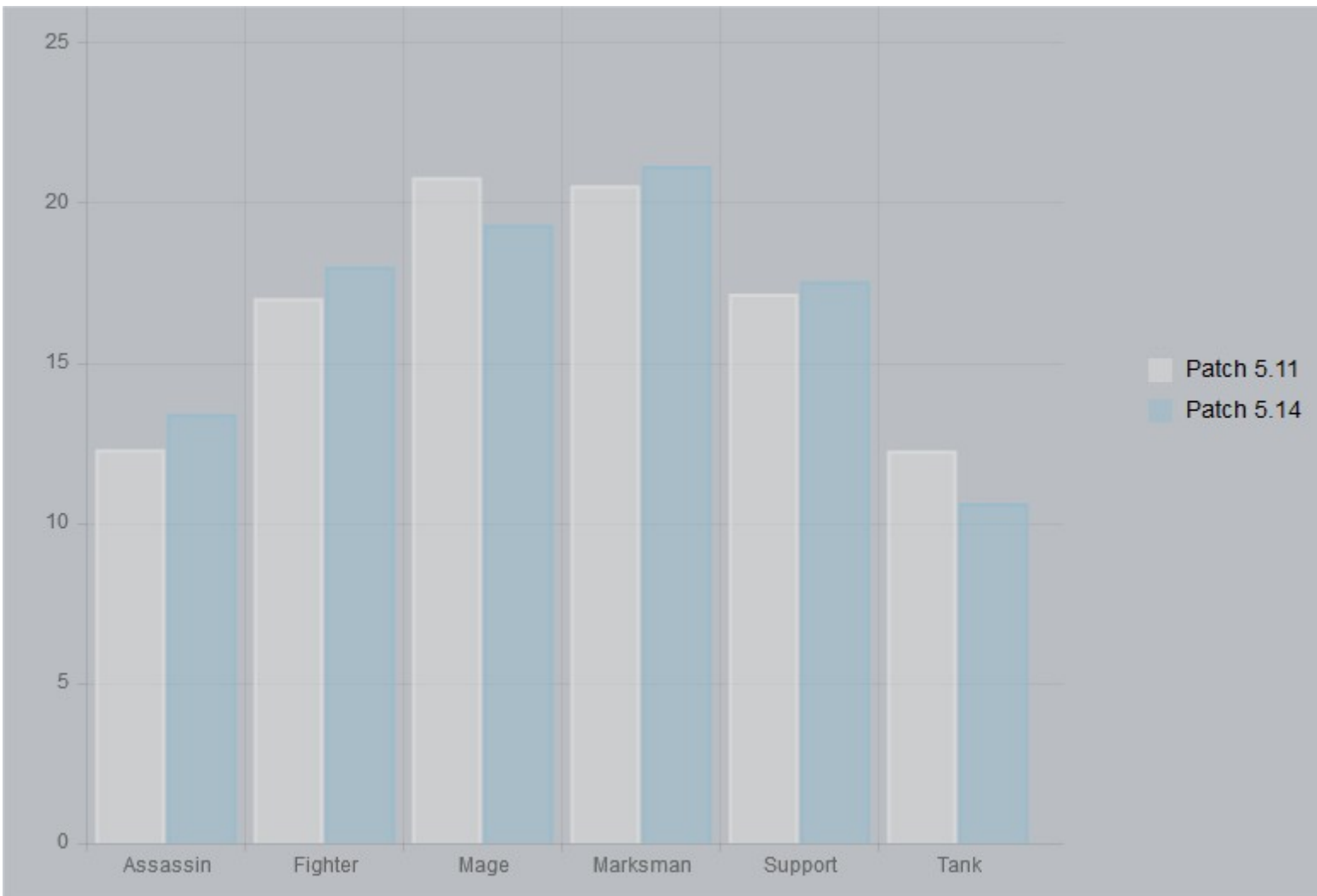
Winrate

Even if you pick less Ap champions as shown previously, it does not mean that you will loose the game. At patch 5.14, you win around 0.75 point for the winrate as a Mage. If you compare this with all games analysed, it is pretty impressive, the Mage champions were favorite during the games. Unfortunately, it was not a good time to play Support...
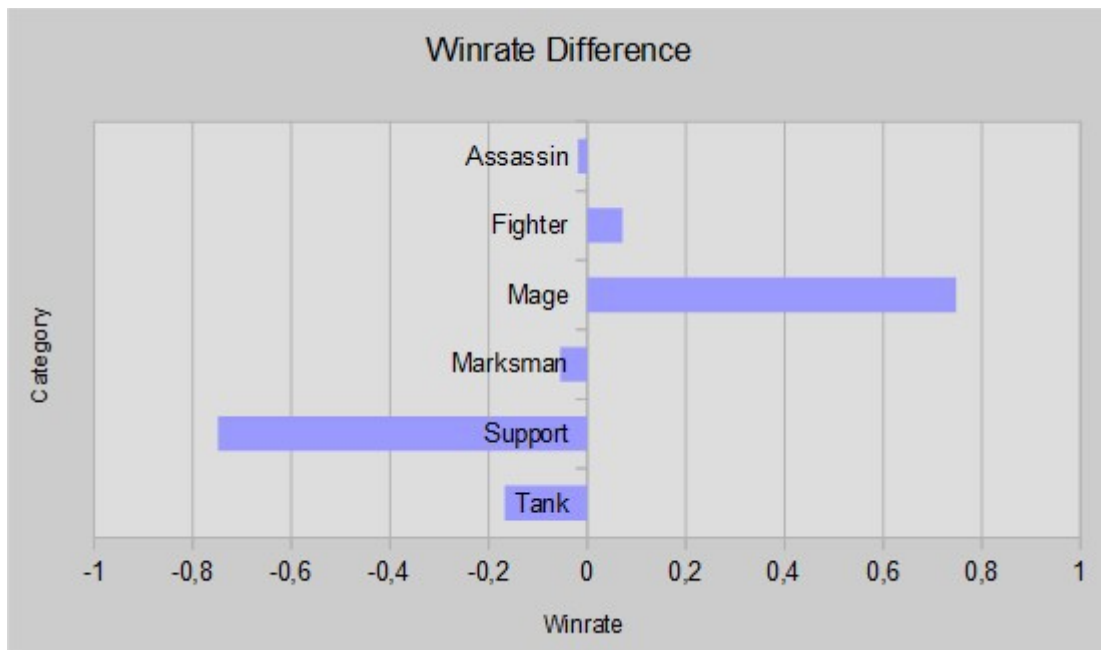
Wall of fame

I really like doing all of these reports, there was a lot of information indeed. Of course the major issue is to find something relevant and find a way to display it. Anyway we will finish with all of these numbers with a Wall of fame. Find about the different awards in League of Legends game.

Champion	Award Category	Description	Number	Average
Akali	Most kills	I will carry you	10.84	6.94
Yasuo	Most deaths	No I am not feeding	8.89	7.04
Janna	Most assists	Do you want my shield?	16.94	9.64
Janna	Best KDA	You cannot touch me	3.59	2.38
Master Yi	Worst KDA	Our jungler is bad	1.83	2.38
Soraka	Lowest Level	I need more XP guys	14.12	15.34
Master Yi	Most Pentakills	Let me penta, let me penta	1.52%	0.26%
Draven	Gold earned	My passive is better than yours	14532	12113
Lucian	Most Creeps	*Ping* *Ping* I need the wave	207	125
Janna	Wards places	ou should consider myself as a support	24	9

The last but not the least

After a deep analysis, I notice you have 50% chance to win a game. I did not trust it right away, but after I have done the calculations several times, I reach the conclusion that it is possible to win. Improve on your game, do not flame and you will climb ! See you soon on the Summoner Rift summoners.