Overview

Getting Data – given 10 names of summoners and the names of champions

Map champion names to champion IDs – as a table

Query API

Get JSON object of each summoner’s champion and parse

Add to dataframe so that we have 100k (see below) of rows in data frame, each with info on each summoner’s champion skills (with various features like KDA, CS, Gold, Win % etc)

Use these features to run classifiers, decision tree

Training Data

[Champion ID] [Historic KDA] [Games Won Total] [Other Features] [GAME WIN OR LOSS]

120 x 100 100k rows

May randomize training via randomly generating summoner ID

When we query:

Score from each of the 10 player champions

Compare (sum?) probaiblites of wining on each team

Higher team prob gets win