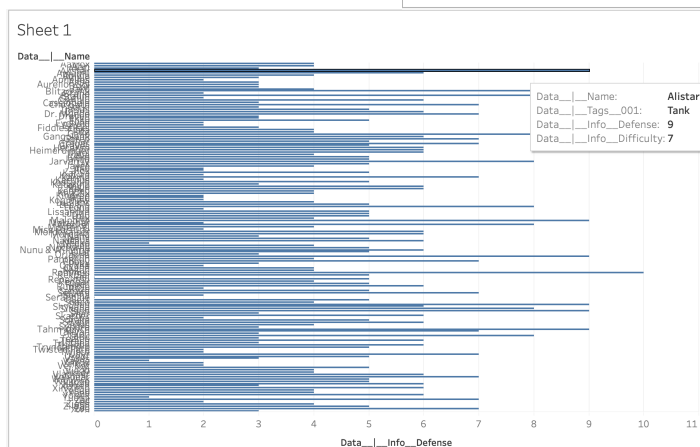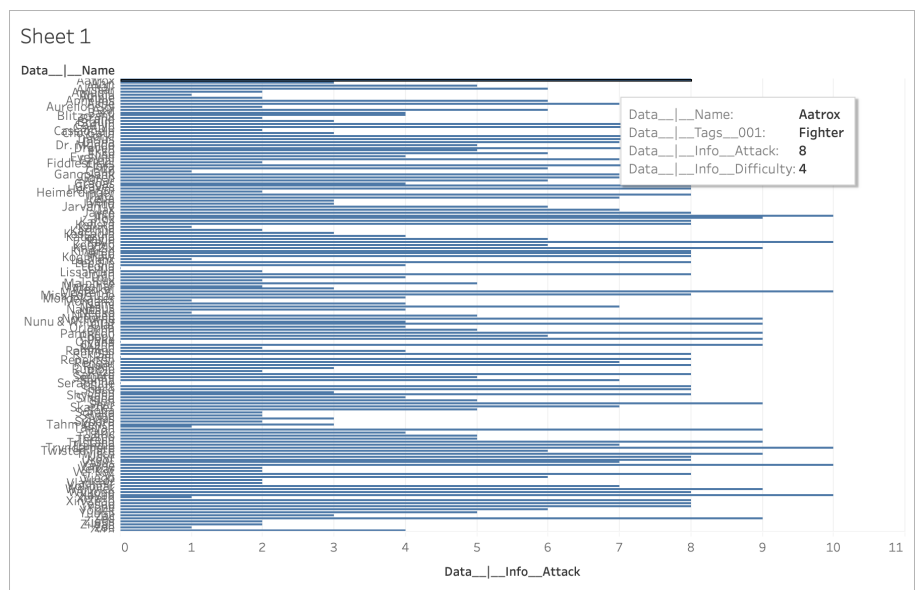**Andrew Dao**

Data Vis

Alpha Release

Overview: The project will have easy to read data about the champions in league of legends. Stats such as attack, armor, and defense will be displayed. Win rate would also be something I would like to show. Data for this project was from Riot official api or by taking off the internet using python.

Features that have been completed: none. However all the data needed have been gathered and we are using tableau to see how it is best to start the project in d3. We have bar graphs using the data.
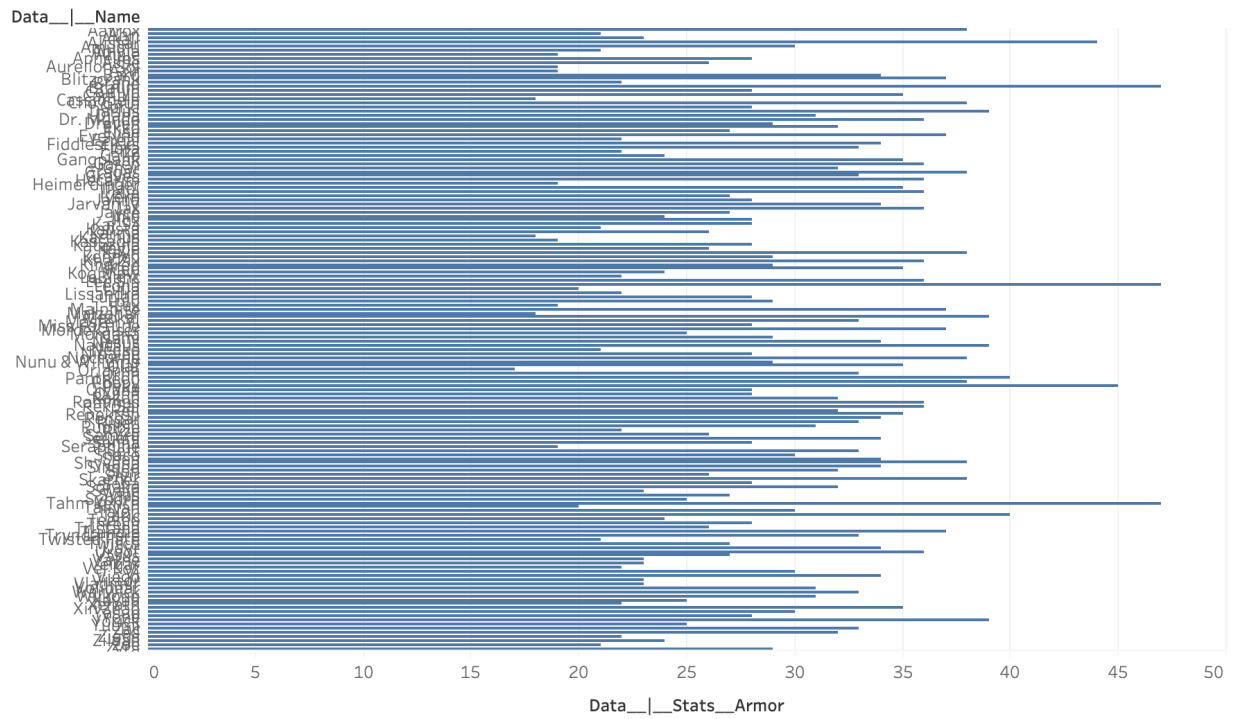
Upcoming immediate milestones: start and maybe finish the needed basic graphs for the project.

Roadblocks: There's a lot actually now that I am using tableau to visualize the data. 1) Data density of 100+ champions on one bar graph is a lot to fit into one computer screen. I NEED to rethink how I want to display this. (maybe only top 10? Or by search?) 2) I think blue and white are good colors but not sure. 3) originally getting the data was hard. 5) Even though bar graphs are easy to read I feel like they are boring, going to see if using other charts work.
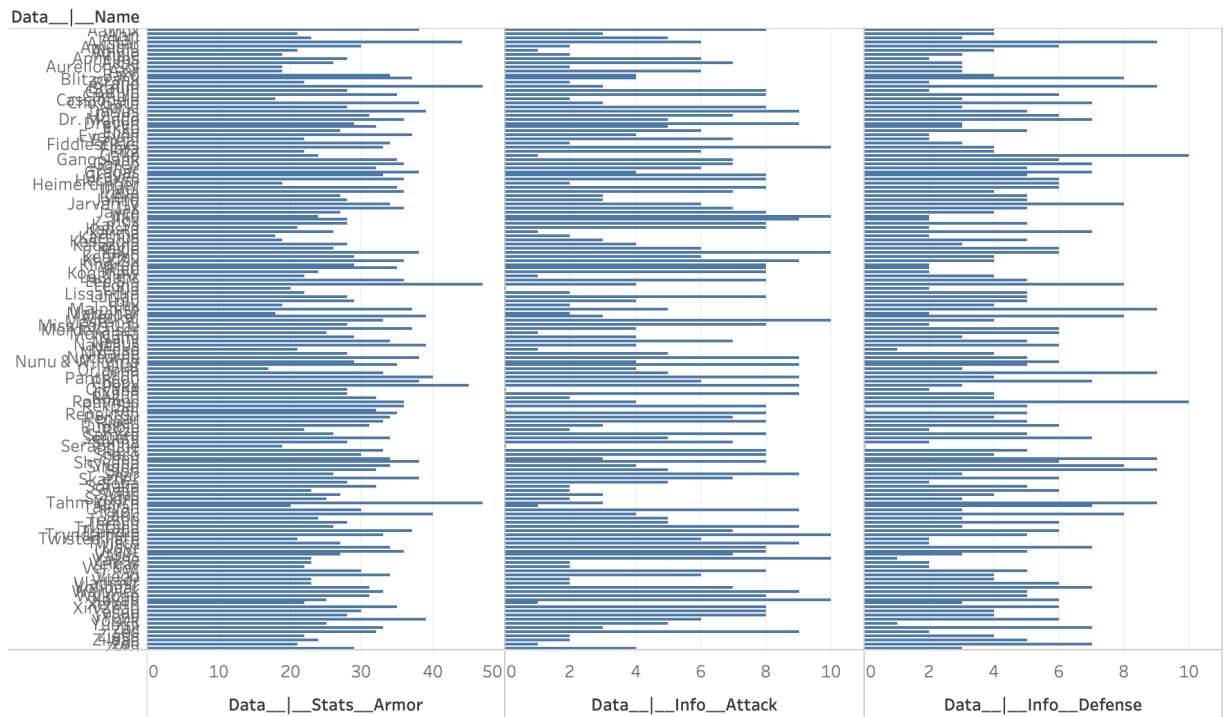
The first 4 pictures show how dense the data is and how there is no way I am fitting that many graphs on to a page.

Sheet 1

Sheet 1

When there are less champions like in the picture below it is easier to see the stats. This is sorted in alphabetical order.

Sheet 1