Project 1: Classification of League of Legends (LoL) Results

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General goal

- We have learnt to use a tree to do classification. We will also learn to use ANN and other classification methods in the following weeks.

- In this project, you will have an opportunity to apply the classification algorithms and techniques you learned in the class to an interesting problem.

- LoL is an online, 5 vs. 5 competitive PC game. It is one of - if not the most - popular game currently around. We would like to investigate what are the better strategy to win this game.

Detailed Stages and Deadlines

- A personal project.
- Deadline: 10pm, Oct 11th
- Basic Requirement: code + report, all the submission should be done on GitHub.
- Points: 20% of the overall grade, in which code

Data-set

- ~5 million records in 2 csv files (use Panda to read .csv)
- One is used for training, the other is used for testing.
- You should never use the testing data set for training!
- Try to use at least one classification methods.

Grading Criteria

- A correct implementation of using training and testing data in classification.
- You are free to use built-in framework to do so (e.g. Panda, sklearn, pytorch, etc.)
- A relatively satisfactory classification result. (>50%)
- A complete and self-contained report and code.

Report

- Problem introduction
- Algorithms
- Experimental Requirements
- Experimental Results
- Comparison and Discussion
- Summary

A few examples of reports from Stanford

http://cs229.stanford.edu/projects2011.html