

CS171 Design Studio for Final Project

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Design Studio Notes:

- Include a way to compare two selected champions (head-to-head comparison)
- Compare metrics to normal games (normal to URF)
- Items - Champions relationship
- Consider using game duration as an axis in the main visualization
- Consider color scale to show how much a champion uses a selected item

Detailed, explained concerns/suggestions brought up during design studio:

- One of the members of the other group mentioned that it would be helpful to incorporate some way to compare two selected champions in a sort of head-to-head comparison. We thought this was a great idea, since players are usually trying to pick between a couple of their favorite champions and will want to know which one has historically been more successful. We will try to incorporate an option in our visualization to select multiple champions and see how they stack up.
- Another idea was to be able to compare URF statistics to statistics from normal games. This is interesting because one of our main motivations for this project was to be able to see how URF disrupted balance from normal games.
- Someone mentioned that it would be interesting to see more about the relationship between items and champions. This gave us the idea to show the top (most popular) n items for a selected champion and their associated win-rates, which we feel would be very helpful for users.
- We originally had the idea of the main window of our visualization being a bubble chart, with a bubble for each champion and the y-axis corresponding to win-rate and the bubble size corresponding to popularity of champions. However, we weren't sure what to use for the x-axis. Somebody suggested that we use game duration for our x-axis, which we thought was an excellent idea. We will be sure to implement this if we decide to take this route for our main visualization.
- It was also brought up that we could potentially use a color scale (green to red) to show how much a champion uses a selected item. For instance, if I choose the item "Rabadon's Deathcap," I might then be presented with a bubble chart of champions, each of whose color is shaded to reflect the popularity of using Rabadon's Deathcap on that champion. We think we're going to stick to a more champion-centric instead of item-centric visualization, but this was still an interesting idea that we may decide to use elsewhere in our visualization.