2019 San Francisco Shock Overwatch League Highlights

Ethan Zhou
erzhou@dons.usfca.edu
GitHub Link: https://github.com/zethan88/sf-shock-owl-highlights.git
Site Link: https://zethan88.github.io/sf-shock-owl-highlights/

Background and Motivation

Always interested in some sort of sports, not necessarily mainstream sports like basketball or football, esports was an enjoyment to watch in seeing skill and teamwork at work. Specifically, the game Overwatch, a team based multiplayer first-person shooter game. It assigns players in two teams of six and each player selects from a large pool of characters with unique abilities. Teams work and battle to complete map-specific objectives within a limited period of time. As for the Overwatch League, the San Francisco Shock is one of the teams in the league and a favorite team of mine. I want to be able to represent and highlight the SF Shock with all their successes from this season.

Project Objectives

In this project, the objective is to highlight their success in becoming champions in the 2019 season through data visualization. A user would learn:

- Information about the team such as player roster information of the season, which includes their overall statistics; it will also include heroes usage and season record timeline.
- An analysis of the team's performance of the season using comparisons.
- Honoring top overall players and notable players.

Data

Data collection will be through the official Overwatch League Stats Lab website where they publicly release the past years' player and performance data as CSV files.

Cleanup will be required to only focus on the SF Shock as well as other data for analysis. As well as match records collected from DashReset.

Data Processing

As said earlier, I need data on a specific team and their respective players, so I need to isolate them for my use. Quantities include their player names, basic stats, character selections, and other information later inspected. Data processing will be implemented by a third party software or through code collecting necessary data.

Visualization Design

Images shown at the end of the document.

Features

The visualization will be presented in a storytelling format, and throughout scrolling, various pages will present things said below:

Page 1: Cover

- Include description of the team and basic information about them.
- Roster information of players.

Page 2: Heroes usage

- Show the various top heroes each player used this season.

Page 3: Season record timeline

- Present a timeline of the team's record.

Page 4: Overall top player and other player performances

- Charts showing various players' statistics.

Page 5: Team performance comparisons.

- Using charts that compare the SF Shock with another top team.
- An instance would be using a match performance for comparison.

Page 6: Highlights of notable players.

- More information about notable players throughout the season.

Option Features

- Top featured MVP of the team
- Information about their championship

Related Work

- https://hal.archives-ouvertes.fr/hal-01806107/document
- https://jacobheyman702.medium.com/cleaning-and-visualizing-overwatch-data-fbcc51dfe82b
- https://magtanggol.myportfolio.com/overwatch-league-stage-1-analysis
- https://overwatchleague.com/en-us/statslab
- https://towardsdatascience.com/data-science-as-support-of-esports-performance-and-strategies-i-d511843b00a1

Project Schedule

By Oct 27: First Proposal

By Nov 3: Revised Proposal

- Revise proposal from feedback
- State related works
- Create basic website hosting this project

By Nov 7-8:

- Build barebones of the site
- Include various visualizations

By Nov 8: Alpha Release Report

- Basic overview
- Have at least 3 visualizations
    - At least Pages 1-3 done
- Added features

By Nov 22: Beta Release Presentation

- Video and slides highlighting a demo of the project
    - Includes the titles, introduction, demo, and next steps
    - At least Pages 4-6 done

By Dec 6: Final Project Presentation

- Video presenting project
    - Includes the Introduction, New Updates, Demo and Results, Discussion, and Future Work

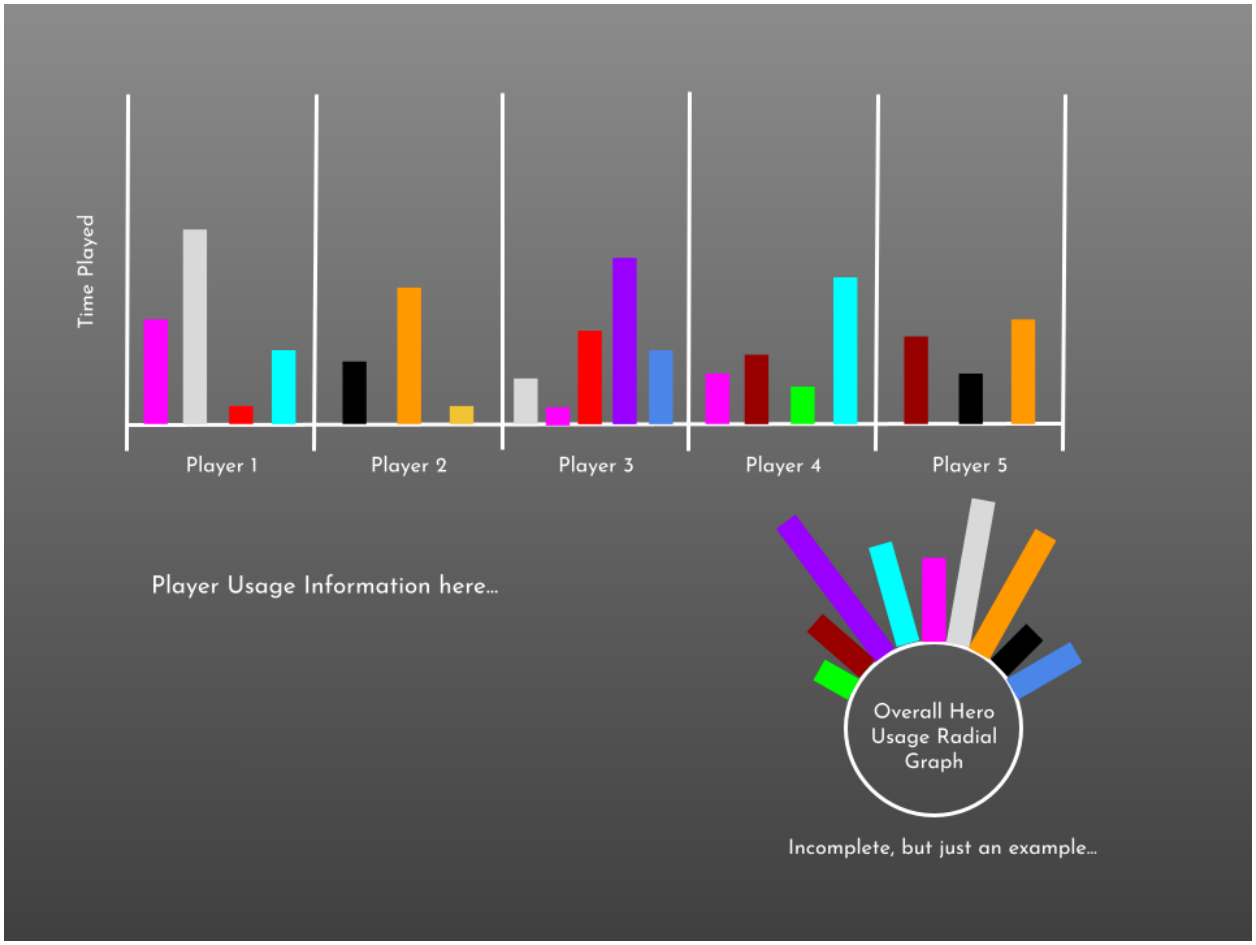
By Dec 13: Project Draft

- A project report draft similar to the papers we've read during the semester
    - Includes the Introduction, Related Work, Approach, Results, Discussion, Conclusion & Future Work

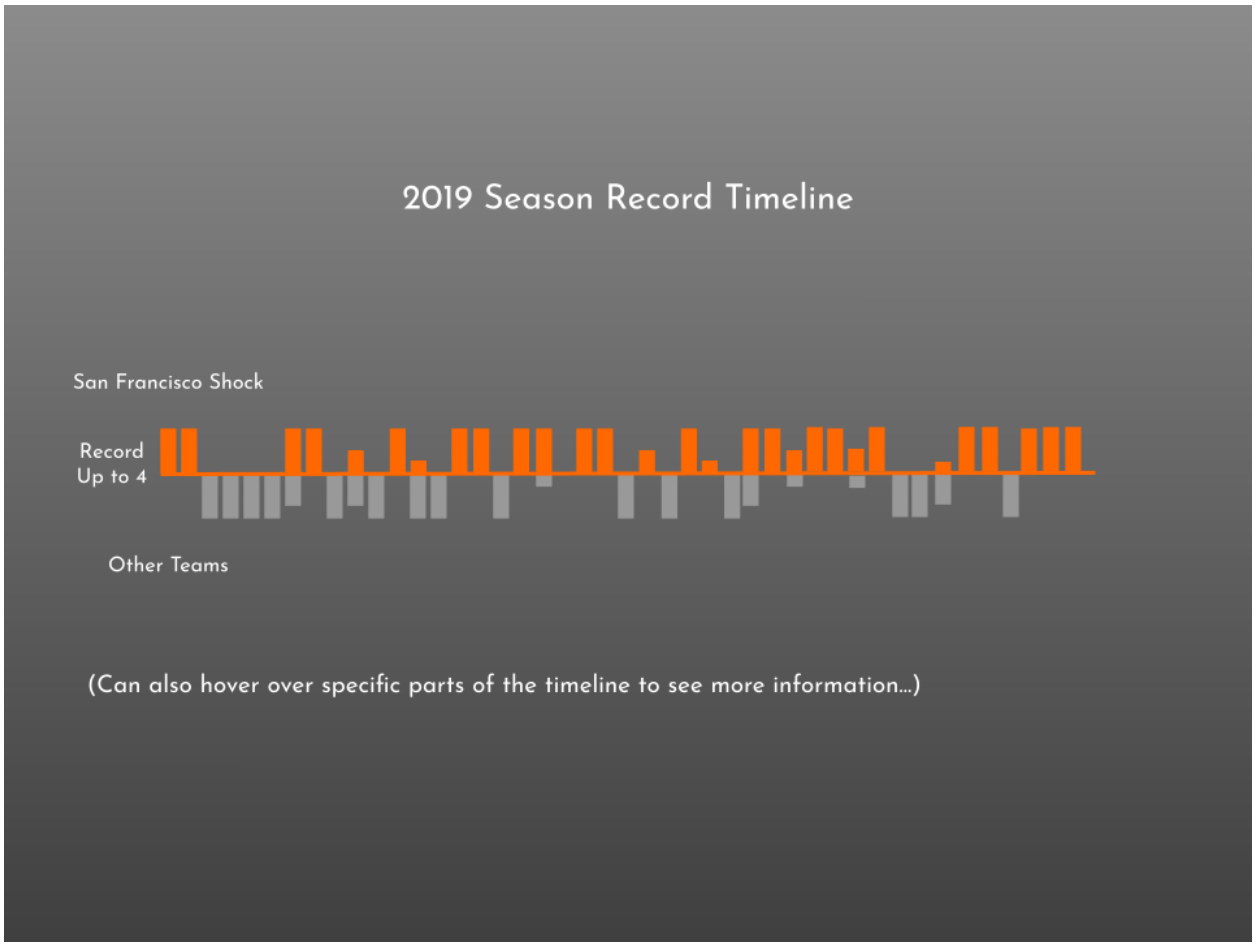
By Dec 16: Project Report, Slides, Demo Video, Code & Data, User Manual

- Completed final project package
    - Includes the Final Project Report, Slides, Demo video, Code & Data, and User Manual

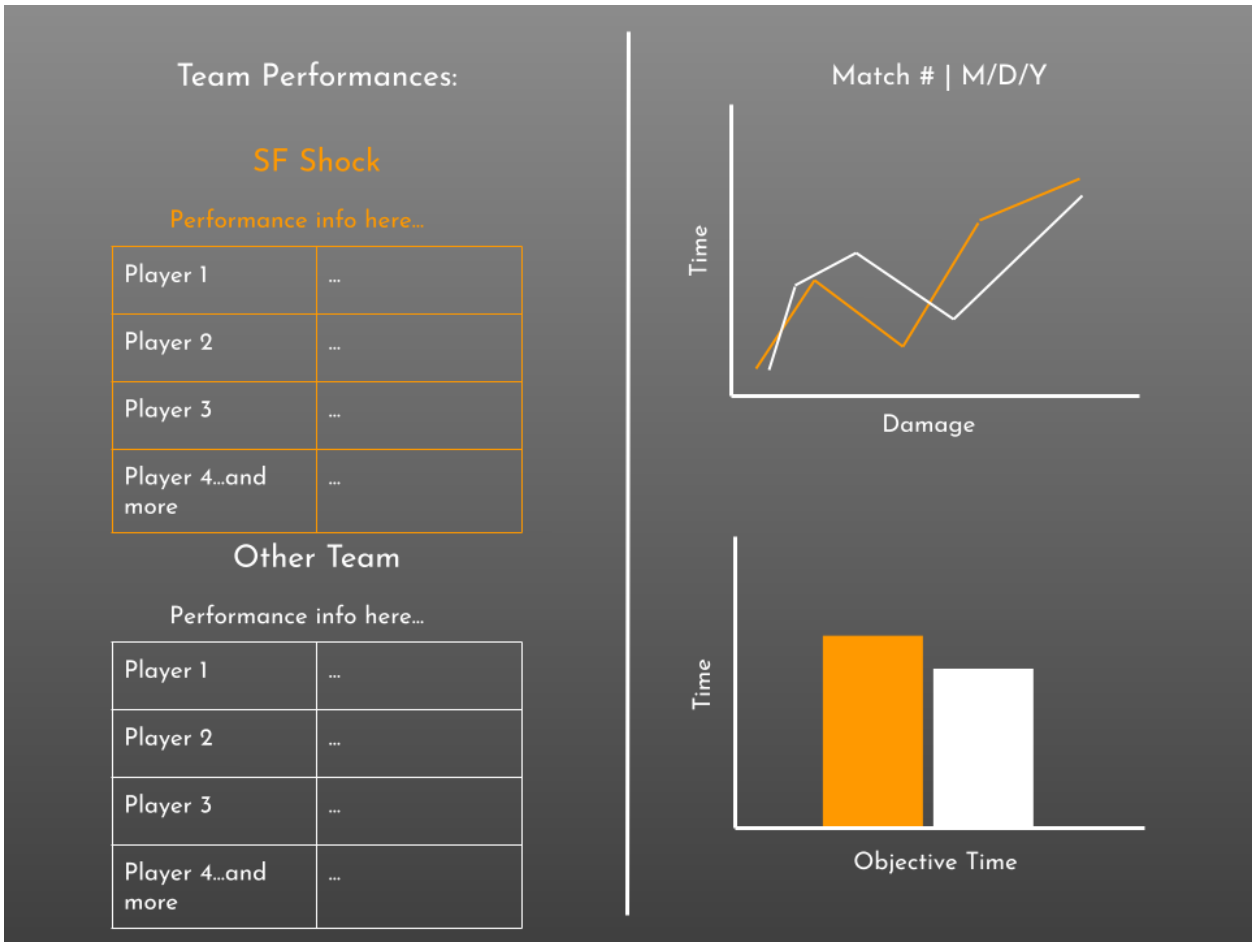
Visualization Design Image Examples:



Concept of heroes usage per player fulfills the player roster information objective.



Concept of season record timeline fulfills the season record timeline objective.



Concept of team performance comparison fulfills the team's performance objective.