

# EG Data Assessment\_Zhenming Mo

May 29, 2023

## 1 EDA

```
[1]: import pandas as pd
import numpy as np
```

```
[2]: df = pd.read_csv('starcraft_player_data.csv')
```

```
[3]: df
```

```
[3]:
```

	GameID	LeagueIndex	Age	HoursPerWeek	TotalHours	APM	\
0	52	5	27	10	3000	143.7180	
1	55	5	23	10	5000	129.2322	
2	56	4	30	10	200	69.9612	
3	57	3	19	20	400	107.6016	
4	58	3	32	10	500	122.8908	
...	...	...	..	...	...	...	
3390	10089	8	?	?	?	259.6296	
3391	10090	8	?	?	?	314.6700	
3392	10092	8	?	?	?	299.4282	
3393	10094	8	?	?	?	375.8664	
3394	10095	8	?	?	?	348.3576	
	SelectByHotkeys	AssignToHotkeys	UniqueHotkeys	MinimapAttacks	\		
0	0.003515	0.000220	7	0.000110			
1	0.003304	0.000259	4	0.000294			
2	0.001101	0.000336	4	0.000294			
3	0.001034	0.000213	1	0.000053			
4	0.001136	0.000327	2	0.000000			
...	...	...	...	...			
3390	0.020425	0.000743	9	0.000621			
3391	0.028043	0.001157	10	0.000246			
3392	0.028341	0.000860	7	0.000338			
3393	0.036436	0.000594	5	0.000204			
3394	0.029855	0.000811	4	0.000224			
	MinimapRightClicks	NumberOfPACs	GapBetweenPACs	ActionLatency	\		
0	0.000392	0.004849	32.6677	40.8673			
1	0.000432	0.004307	32.9194	42.3454			

2	0.000461	0.002926	44.6475	75.3548
3	0.000543	0.003783	29.2203	53.7352
4	0.001329	0.002368	22.6885	62.0813
...	...	...	...	...
3390	0.000146	0.004555	18.6059	42.8342
3391	0.001083	0.004259	14.3023	36.1156
3392	0.000169	0.004439	12.4028	39.5156
3393	0.000780	0.004346	11.6910	34.8547
3394	0.001315	0.005566	20.0537	33.5142

	ActionsInPAC	TotalMapExplored	WorkersMade	UniqueUnitsMade	\
0	4.7508	28	0.001397		6
1	4.8434	22	0.001193		5
2	4.0430	22	0.000745		6
3	4.9155	19	0.000426		7
4	9.3740	15	0.001174		4
...	...	...	...	...	...
3390	6.2754	46	0.000877		5
3391	7.1965	16	0.000788		4
3392	6.3979	19	0.001260		4
3393	7.9615	15	0.000613		6
3394	6.3719	27	0.001566		7

	ComplexUnitsMade	ComplexAbilitiesUsed
0	0.000000	0.000000
1	0.000000	0.000208
2	0.000000	0.000189
3	0.000000	0.000384
4	0.000000	0.000019
...	...	...
3390	0.000000	0.000000
3391	0.000000	0.000000
3392	0.000000	0.000000
3393	0.000000	0.000631
3394	0.000457	0.000895

[3395 rows x 20 columns]

```
[4]: # Check null values in each column
df.isnull().sum()
```

```
[4]: GameID          0
LeagueIndex        0
Age                0
HoursPerWeek       0
TotalHours         0
APM                0
```

```

SelectByHotkeys      0
AssignToHotkeys      0
UniqueHotkeys        0
MinimapAttacks       0
MinimapRightClicks   0
NumberOfPACs         0
GapBetweenPACs       0
ActionLatency        0
ActionsInPAC         0
TotalMapExplored     0
WorkersMade          0
UniqueUnitsMade      0
ComplexUnitsMade     0
ComplexAbilitiesUsed 0
dtype: int64

```

```

[5]: # Check the data type in each column
df.dtypes

```

```

[5]: GameID          int64
LeagueIndex        int64
Age               object
HoursPerWeek       object
TotalHours         object
APM               float64
SelectByHotkeys    float64
AssignToHotkeys    float64
UniqueHotkeys      int64
MinimapAttacks     float64
MinimapRightClicks float64
NumberOfPACs       float64
GapBetweenPACs     float64
ActionLatency      float64
ActionsInPAC       float64
TotalMapExplored   int64
WorkersMade        float64
UniqueUnitsMade    int64
ComplexUnitsMade   float64
ComplexAbilitiesUsed float64
dtype: object

```

```

[6]: # Remove rows containing non-numeric values
for column in df.columns:
    df = df[pd.to_numeric(df[column], errors='coerce').notnull()]
df

```

```

[6]:      GameID  LeagueIndex Age HoursPerWeek TotalHours      APM \
0         52             5  27             10       3000 143.7180
1         55             5  23             10       5000 129.2322
2         56             4  30             10        200  69.9612
3         57             3  19             20        400 107.6016
4         58             3  32             10        500 122.8908
...
3335     9261             4  20              8        400 158.1390
3336     9264             5  16             56       1500 186.1320
3337     9265             4  21              8        100 121.6992
3338     9270             3  20             28        400 134.2848
3339     9271             4  22              6        400  88.8246

      SelectByHotkeys AssignToHotkeys UniqueHotkeys MinimapAttacks \
0          0.003515          0.000220              7          0.000110
1          0.003304          0.000259              4          0.000294
2          0.001101          0.000336              4          0.000294
3          0.001034          0.000213              1          0.000053
4          0.001136          0.000327              2          0.000000
...
3335          0.013829          0.000504              7          0.000217
3336          0.006951          0.000360              6          0.000083
3337          0.002956          0.000241              8          0.000055
3338          0.005424          0.000182              5          0.000000
3339          0.000844          0.000108              2          0.000000

      MinimapRightClicks NumberOfPACs GapBetweenPACs ActionLatency \
0          0.000392          0.004849          32.6677          40.8673
1          0.000432          0.004307          32.9194          42.3454
2          0.000461          0.002926          44.6475          75.3548
3          0.000543          0.003783          29.2203          53.7352
4          0.001329          0.002368          22.6885          62.0813
...
3335          0.000313          0.003583          36.3990          66.2718
3336          0.000166          0.005414          22.8615          34.7417
3337          0.000208          0.003690          35.5833          57.9585
3338          0.000480          0.003205          18.2927          62.4615
3339          0.000341          0.003099          45.1512          63.4435

      ActionsInPAC TotalMapExplored WorkersMade UniqueUnitsMade \
0          4.7508             28          0.001397              6
1          4.8434             22          0.001193              5
2          4.0430             22          0.000745              6
3          4.9155             19          0.000426              7
4          9.3740             15          0.001174              4
...
3335          4.5097             30          0.001035              7

```

3336	4.9309	38	0.001343	7
3337	5.4154	23	0.002014	7
3338	6.0202	18	0.000934	5
3339	5.1913	20	0.000476	8

	ComplexUnitsMade	ComplexAbilitiesUsed
0	0.0	0.000000
1	0.0	0.000208
2	0.0	0.000189
3	0.0	0.000384
4	0.0	0.000019
...	...	...
3335	0.0	0.000287
3336	0.0	0.000388
3337	0.0	0.000000
3338	0.0	0.000000
3339	0.0	0.000054

[3338 rows x 20 columns]

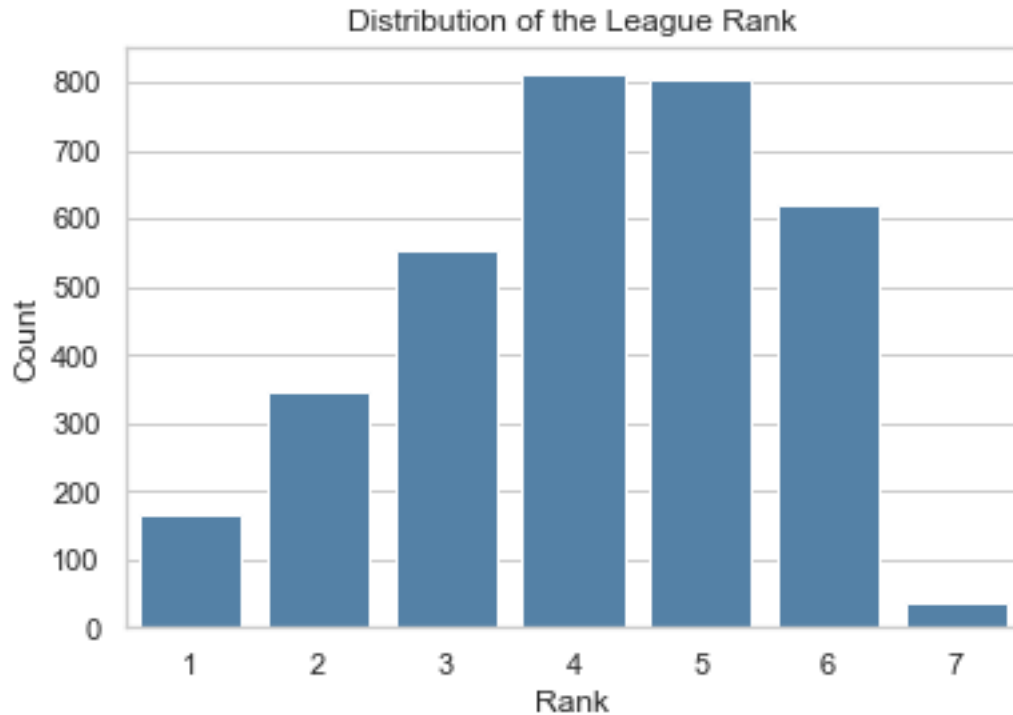
```
[7]: # Convert object to int64 for model building
df['Age'] = df['Age'].astype('int64')
df['HoursPerWeek'] = df['HoursPerWeek'].astype('int64')
df['TotalHours'] = df['TotalHours'].astype('int64')
```

```
[8]: # Drop GameID
df = df.drop('GameID', axis=1)
```

**1.0.1** The data set has no missing or null values. However, there are columns containing non-numeric values. Since all features are supposed to contain either integers or continuous numeric values, I removed rows that contain non-numeric values.

```
[9]: # Find the distribution of the league rank
import seaborn as sns
import matplotlib.pyplot as plt

league_counts = df['LeagueIndex'].value_counts().sort_index()
sns.set(style="whitegrid")
sns.barplot(x=league_counts.index, y=league_counts.values, color='steelblue')
plt.xlabel('Rank')
plt.ylabel('Count')
plt.title('Distribution of the League Rank')
plt.show()
```



```
[10]: # Count the number of the differnt ranks
index_counts = df['LeagueIndex'].value_counts()
print(index_counts)
```

```
4    811
5    804
6    621
3    553
2    347
1    167
7     35
Name: LeagueIndex, dtype: int64
```

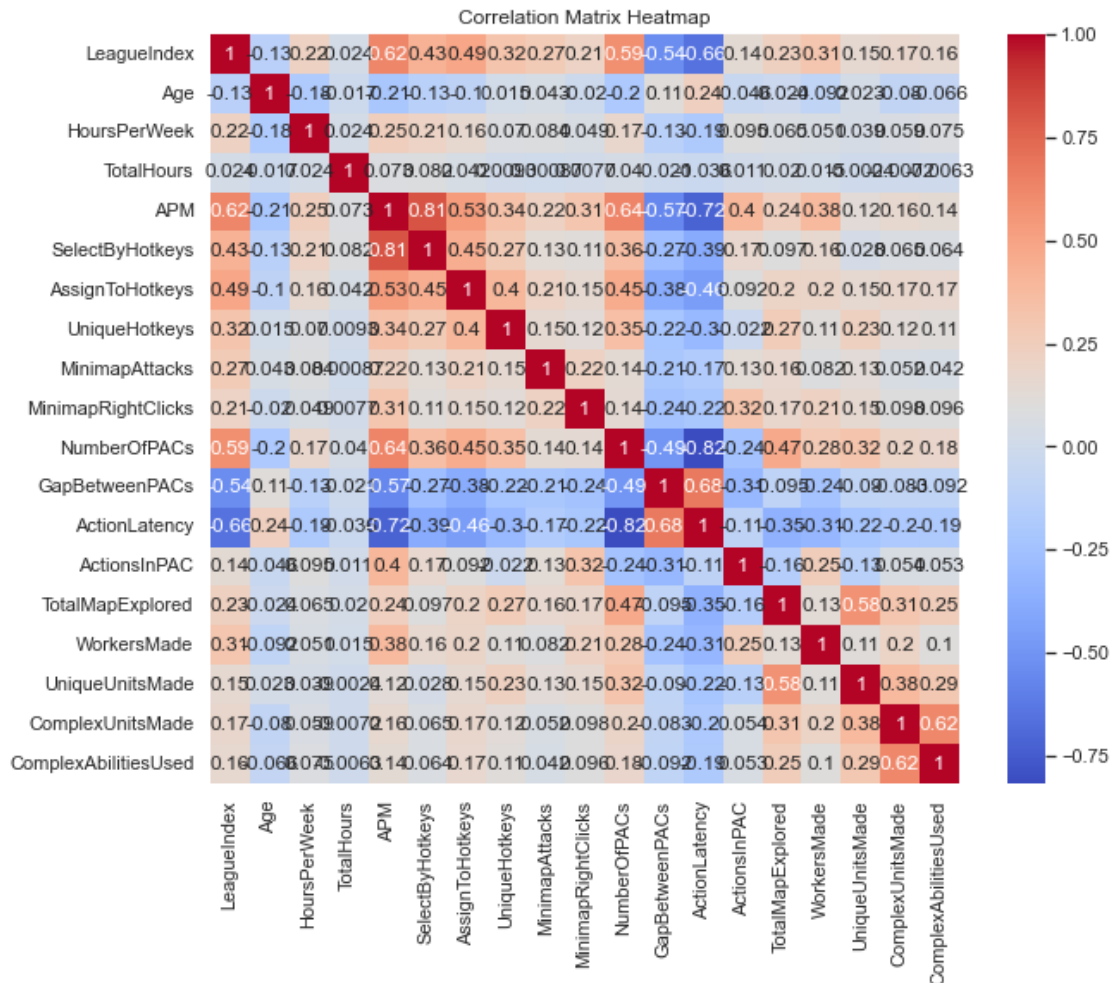
**1.0.2** The distribution of our target variable, LeagueIndex, shows that our data set is highly imbalanced. In other words, significantly more players are ranked under Gold, Platinum, Diamond, and Master while less players are ranked under Bronze, Silver, or GrandMaster. What's more, no player is ranked under Professional in the dataset, which means the model I build based on this dataset will not provide any support to predict someone who is ranked at Professional.

```
[11]: # Check the correlation matrix heat map
import seaborn as sns
import matplotlib.pyplot as plt
```

```

correlation_matrix = df.corr()
plt.figure(figsize=(10, 8))
sns.heatmap(correlation_matrix, annot=True, cmap='coolwarm', square=True)
plt.title('Correlation Matrix Heatmap')
plt.show()

```



```

[12]: # Find the top positively correlated features with LeagueIndex
league_index_correlation = correlation_matrix['LeagueIndex']
positively_correlated = league_index_correlation[league_index_correlation > 0]
top_positively_correlated = positively_correlated.
    ↪ sort_values(ascending=False)[1:]
print(top_positively_correlated)

```

```

APM                0.624171
NumberOfPACs       0.589193
AssignToHotkeys    0.487280
SelectByHotkeys    0.428637

```

```

UniqueHotkeys      0.322415
WorkersMade        0.310452
MinimapAttacks     0.270526
TotalMapExplored   0.230347
HoursPerWeek       0.217930
MinimapRightClicks 0.206380
ComplexUnitsMade   0.171190
ComplexAbilitiesUsed 0.156033
UniqueUnitsMade    0.151933
ActionsInPAC       0.140303
TotalHours         0.023884
Name: LeagueIndex, dtype: float64

```

```

[13]: # Find the top negatively correlated features with LeagueIndex
negatively_correlated = league_index_correlation[league_index_correlation < 0]
top_negatively_correlated = negatively_correlated.sort_values(ascending=True)
print(top_negatively_correlated)

```

```

ActionLatency      -0.659940
GapBetweenPACs     -0.537536
Age                -0.127518
Name: LeagueIndex, dtype: float64

```

**1.0.3** The top positively and negatively correlated features with LeagueIndex are shown above. This provides information on which features are more likely to contribute to the prediction of LeagueIndex in the model. The higher the absolute value of the correlation between a feature and LeagueIndex, the greater the likelihood that the feature will play a significant role in predicting LeagueIndex.

**1.0.4** At this point, I would assume APM, NumberOfPACs, ActionLatency, and Gap-BetweenPACs as more significant features in predicting the rank.

```

[14]: # Pairs of features with top correlation
corr_df = correlation_matrix.stack().reset_index()
corr_df.columns = ['Feature1', 'Feature2', 'Correlation']
corr_df = corr_df[corr_df['Feature1'] != corr_df['Feature2']]
corr_df['AbsCorrelation'] = np.abs(corr_df['Correlation'])
sorted_corr_df = corr_df.sort_values(by='AbsCorrelation', ascending=False)

print(sorted_corr_df.head(40))

```

	Feature1	Feature2	Correlation	AbsCorrelation
202	NumberOfPACs	ActionLatency	-0.817162	0.817162
238	ActionLatency	NumberOfPACs	-0.817162	0.817162
99	SelectByHotkeys	APM	0.814624	0.814624
81	APM	SelectByHotkeys	0.814624	0.814624
232	ActionLatency	APM	-0.722253	0.722253
88	APM	ActionLatency	-0.722253	0.722253
221	GapBetweenPACs	ActionLatency	0.680483	0.680483



239	ActionLatency	GapBetweenPACs	0.680483	0.680483
228	ActionLatency	LeagueIndex	-0.659940	0.659940
12	LeagueIndex	ActionLatency	-0.659940	0.659940
194	NumberOfPACs	APM	0.635248	0.635248
86	APM	NumberOfPACs	0.635248	0.635248
4	LeagueIndex	APM	0.624171	0.624171
76	APM	LeagueIndex	0.624171	0.624171
341	ComplexUnitsMade	ComplexAbilitiesUsed	0.620551	0.620551
359	ComplexAbilitiesUsed	ComplexUnitsMade	0.620551	0.620551
10	LeagueIndex	NumberOfPACs	0.589193	0.589193
190	NumberOfPACs	LeagueIndex	0.589193	0.589193
318	UniqueUnitsMade	TotalMapExplored	0.575231	0.575231
282	TotalMapExplored	UniqueUnitsMade	0.575231	0.575231
213	GapBetweenPACs	APM	-0.567396	0.567396
87	APM	GapBetweenPACs	-0.567396	0.567396
209	GapBetweenPACs	LeagueIndex	-0.537536	0.537536
11	LeagueIndex	GapBetweenPACs	-0.537536	0.537536
82	APM	AssignToHotkeys	0.534134	0.534134
118	AssignToHotkeys	APM	0.534134	0.534134
219	GapBetweenPACs	NumberOfPACs	-0.491407	0.491407
201	NumberOfPACs	GapBetweenPACs	-0.491407	0.491407
114	AssignToHotkeys	LeagueIndex	0.487280	0.487280
6	LeagueIndex	AssignToHotkeys	0.487280	0.487280
204	NumberOfPACs	TotalMapExplored	0.470955	0.470955
276	TotalMapExplored	NumberOfPACs	0.470955	0.470955
234	ActionLatency	AssignToHotkeys	-0.461496	0.461496
126	AssignToHotkeys	ActionLatency	-0.461496	0.461496
124	AssignToHotkeys	NumberOfPACs	0.454480	0.454480
196	NumberOfPACs	AssignToHotkeys	0.454480	0.454480
119	AssignToHotkeys	SelectByHotkeys	0.450342	0.450342
101	SelectByHotkeys	AssignToHotkeys	0.450342	0.450342
95	SelectByHotkeys	LeagueIndex	0.428637	0.428637
5	LeagueIndex	SelectByHotkeys	0.428637	0.428637

1.0.5 The pairs of features with top correlation above shows that many features in the dataset is highly correlated, which means it might be necessary for us to combine them through feature engineering or discard one of them, depending on the potential improvement to the model.

1.0.6 For instance, NumberOfPACs is highly correlated with ActionLatency, and SelectHotkeys is also highly correlated with APM. There are many reasons why this could happen. First of all, since we have limited amount of data, this correlation might happen simply by chance. The correlation will decrease as more data are collected. Secondly, these features are indeed inherently correlated and need to be modified for modeling.

```
[15]: # Feature Engineering
# df['PACLatency'] = df['NumberOfPACs'] * df['ActionLatency']
# df['SelectAction'] = df['APM'] * df['SelectByHotkeys']
# df['PACActions'] = df['NumberOfPACs'] * df['ActionsInPAC']
```

1.0.7 Above is the feature engineering I will attempt for modeling based on my interpretation on the features.

```
[16]: # Find the number of outliers in each column
import numpy as np

Q1 = df.quantile(0.25)
Q3 = df.quantile(0.75)
IQR = Q3 - Q1
outliers_count = ((df < (Q1 - 1.5 * IQR)) | (df > (Q3 + 1.5 * IQR))).sum()
print(outliers_count)
```

LeagueIndex	0
Age	98
HoursPerWeek	171
TotalHours	169
APM	74
SelectByHotkeys	261
AssignToHotkeys	44
UniqueHotkeys	0
MinimapAttacks	271
MinimapRightClicks	181
NumberOfPACs	49
GapBetweenPACs	108
ActionLatency	87
ActionsInPAC	85
TotalMapExplored	44
WorkersMade	142
UniqueUnitsMade	4
ComplexUnitsMade	345
ComplexAbilitiesUsed	294

dtype: int64

1.0.8 There are outliers in almost every feature. Some features even have many outliers. However, it might not be reasonable to remove outliers considering that there is only 3338 rows of data, which are expected to be applied on predicting 7 ordinal values. Removing outliers of any features might affect the representativeness of the dataset.

## 2 Modeling and Evaluation

```
[17]: # Separate the features and target
X = df.drop('LeagueIndex', axis=1).drop('NumberOfPACs', axis=1).
    ↪drop('SelectByHotkeys', axis=1)
y = df['LeagueIndex']

[18]: # Split the data into training and testing sets
from sklearn.model_selection import train_test_split

X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.2,
    ↪random_state=42, stratify=y)
```

2.0.1 The target variable, LeagueIndex, is already ordinal. Hence, there is no need to encode it before fitting the model.

```
[19]: # Scale the features
from sklearn.preprocessing import StandardScaler

scaler = StandardScaler()
X_train_scaled = scaler.fit_transform(X_train)
X_test_scaled = scaler.transform(X_test)
```

2.0.2 There is a big difference in the magnitude between features due to different units, so we need to scale the feature data before we fit the model.

```
[20]: # Apply SMOTE to the training set
from imblearn.over_sampling import SMOTE

smote = SMOTE(random_state=42)
X_train_resampled, y_train_resampled = smote.fit_resample(X_train_scaled,
    ↪y_train)
```

2.0.3 Since the dataset is imbalanced, we need to apply SMOTE to the training set before we fit the model.

## 2.1 Model 1: Random Forest

```
[21]: from sklearn.ensemble import RandomForestClassifier
      from sklearn.metrics import classification_report

      rf = RandomForestClassifier()
      rf.fit(X_train_resampled, y_train_resampled)
      rf_pred = rf.predict(X_test_scaled)

      print(classification_report(y_test, rf_pred))
```

	precision	recall	f1-score	support
1	0.33	0.45	0.38	33
2	0.27	0.30	0.29	70
3	0.33	0.38	0.35	111
4	0.41	0.36	0.39	162
5	0.45	0.34	0.38	161
6	0.58	0.70	0.64	124
7	0.00	0.00	0.00	7
accuracy			0.42	668
macro avg	0.34	0.36	0.35	668
weighted avg	0.41	0.42	0.41	668

```
[22]: importance_rf = rf.feature_importances_
      feature_importance_rf = pd.DataFrame({'Feature': X.columns, 'Importance': importance_rf})
      feature_importance_rf = feature_importance_rf.sort_values(by='Importance', ascending=False)
      print(feature_importance_rf.to_string(index=False))
```

Feature	Importance
ActionLatency	0.125753
APM	0.109553
TotalHours	0.079082
GapBetweenPACs	0.077726
AssignToHotkeys	0.077337
MinimapAttacks	0.064887
WorkersMade	0.059638
ActionsInPAC	0.058174
MinimapRightClicks	0.053374
UniqueHotkeys	0.052011
HoursPerWeek	0.049057
TotalMapExplored	0.047149

Age	0.046341
UniqueUnitsMade	0.041393
ComplexAbilitiesUsed	0.035710
ComplexUnitsMade	0.022815

```
[23]: # Hyperparameter tuning
from sklearn.model_selection import GridSearchCV

param_grid = {
    'n_estimators': [100, 200, 300, 400, 500],
    'max_depth': [None, 10, 20, 30, 40],
    'min_samples_split': [2, 5, 10],
    'min_samples_leaf': [1, 2, 4],
    'bootstrap': [True, False]
}

rf = RandomForestClassifier(random_state=42)

grid_search = GridSearchCV(estimator=rf, param_grid=param_grid, cv=5,
                             n_jobs=-1, verbose=2)

grid_search.fit(X_train_resampled, y_train_resampled)

best_params = grid_search.best_params_
print(f"Best parameters: {best_params}")

best_rf = RandomForestClassifier(**best_params)
best_rf.fit(X_train_resampled, y_train_resampled)

rf_prediction = best_rf.predict(X_test_scaled)
print(classification_report(y_test, rf_prediction))
```

Fitting 5 folds for each of 450 candidates, totalling 2250 fits

Best parameters: {'bootstrap': False, 'max\_depth': None, 'min\_samples\_leaf': 1, 'min\_samples\_split': 2, 'n\_estimators': 500}

	precision	recall	f1-score	support
1	0.34	0.39	0.37	33
2	0.32	0.33	0.33	70
3	0.31	0.35	0.33	111
4	0.43	0.41	0.42	162
5	0.41	0.34	0.37	161
6	0.58	0.68	0.62	124
7	0.00	0.00	0.00	7
accuracy			0.42	668

macro avg	0.34	0.36	0.35	668
weighted avg	0.41	0.42	0.41	668

## 2.2 Model 2: Logistic Regression

```
[24]: from sklearn.linear_model import LogisticRegression

logreg = LogisticRegression(multi_class='ovr', max_iter=1000)
logreg.fit(X_train_resampled, y_train_resampled)
logreg_pred = logreg.predict(X_test_scaled)

print(classification_report(y_test, logreg_pred))
```

	precision	recall	f1-score	support
1	0.26	0.67	0.37	33
2	0.25	0.33	0.28	70
3	0.25	0.23	0.23	111
4	0.43	0.28	0.34	162
5	0.42	0.28	0.34	161
6	0.47	0.51	0.49	124
7	0.05	0.29	0.09	7
accuracy			0.34	668
macro avg	0.30	0.37	0.30	668
weighted avg	0.37	0.34	0.34	668

## 2.3 Model 3: Neural network

```
[25]: from sklearn.neural_network import MLPClassifier

mlp = MLPClassifier(hidden_layer_sizes=(64, 32), max_iter=1000, random_state=42)
mlp.fit(X_train_resampled, y_train_resampled)
mlp_pred = mlp.predict(X_test_scaled)

print(classification_report(y_test, mlp_pred))
```

	precision	recall	f1-score	support
1	0.17	0.21	0.19	33
2	0.22	0.29	0.25	70
3	0.32	0.33	0.33	111
4	0.31	0.24	0.27	162
5	0.32	0.34	0.33	161
6	0.45	0.43	0.44	124
7	0.50	0.29	0.36	7

accuracy			0.32	668
macro avg	0.33	0.30	0.31	668
weighted avg	0.32	0.32	0.32	668

```
C:\Users\10022\anaconda3\lib\site-
packages\sklearn\neural_network\_multilayer_perceptron.py:692:
ConvergenceWarning: Stochastic Optimizer: Maximum iterations (1000) reached and
the optimization hasn't converged yet.
  warnings.warn(
```

## 2.4 Model 4: Support Vector Machine

```
[26]: from sklearn.svm import SVC

svm = SVC()
svm.fit(X_train_resampled, y_train_resampled)
svm_pred = svm.predict(X_test_scaled)

print(classification_report(y_test, svm_pred))
```

	precision	recall	f1-score	support
1	0.28	0.55	0.37	33
2	0.28	0.40	0.33	70
3	0.34	0.30	0.32	111
4	0.43	0.30	0.35	162
5	0.41	0.39	0.40	161
6	0.56	0.61	0.59	124
7	0.11	0.14	0.12	7

accuracy			0.40	668
macro avg	0.34	0.38	0.35	668
weighted avg	0.41	0.40	0.40	668

## 2.5 Model 5: Gradient Boosting

```
[27]: from sklearn.ensemble import GradientBoostingClassifier

gb = GradientBoostingClassifier()
gb.fit(X_train_resampled, y_train_resampled)
gb_pred = gb.predict(X_test_scaled)

print(classification_report(y_test, gb_pred))
```

	precision	recall	f1-score	support
--	-----------	--------	----------	---------

1	0.33	0.42	0.37	33
2	0.35	0.40	0.37	70
3	0.33	0.38	0.35	111
4	0.47	0.41	0.44	162
5	0.44	0.37	0.40	161
6	0.54	0.60	0.57	124
7	0.14	0.14	0.14	7
accuracy			0.43	668
macro avg	0.37	0.39	0.38	668
weighted avg	0.43	0.43	0.43	668

## 2.6 Conclusion

- 2.6.1** Based on the outputs from 5 models trained above, we can conclude that Random Forest has the highest accuracy in predicting the player's rank. This is in part because Random Forest is robust to outliers and can handle imbalanced data better than other models. However, an accuracy of 42% after tuning is still very low, which means the model is not qualified for application.
- 2.6.2** According to the feature importance table from Random Forest, we can tell that the difference between each feature importance is not significant, even after I attempted to drop the highly correlated features and performed possible feature engineering documented in the EDA. We need more independent features to improve the performance of the model.
- 2.6.3** According to the precision, recall, and f1-score from the report, we can tell that Random Forest has a higher prediction power when the given rank has a larger sample size. Although the model has a generally poor prediction power over all ranks, it is completely not able to predict rank GrandMaster as the performance of all evaluation metrics for GrandMaster are extremely poor, which are close to 0. Other models have the same problem because we have very limited amount of data from players ranked at GrandMaster. What's more, other than GrandMaster, the model also has a poor performance on predicting players ranked under Bronze and Silver due to a lack of data.

## 3 Guidance for Stakeholders

- 3.0.1** In case my stakeholders come to me and say that they can collect more data, I will give them the following guidance:
1. If we have enough resources, collect more data from players under all ranks. If resources are limited, focus on collecting data from players who are ranked under GrandMaster, Professional, Bronze, and Silver because data under these ranks are highly limited.
  2. Try to collect more data on other related features. For instance, based on my previous gaming experience and experience in Starcraft, I think the time spent being supply block, the number of base, the frequency of different faction used, and the



previous rank might all help to explain the skill level of a player, which could possibly be used to predict the rank.

[ ]: