IMGD2905 Project 3 - Hearthstone Analytics

Name: T	otal:
Part 1 - The Coin (25 points): (Winning analyzed for 1st and 2nd)	
Part 2 - Heroes (25 points): (Heroes analyzed for variety, popularity)	
Part 3 - Play rate (25 points): (Duration, cards and play rate analyzed)	
Part 4 - Choice (20 points): (Original analysis explained and analyzed)	
Number of days late (0 if on-time):	
Other notes and comments (may gain or lose points here): (Ease of extracting information, organization, concise and precise, clarity, grammar/English.)	