

Postmortem

Hearthstone Analytics

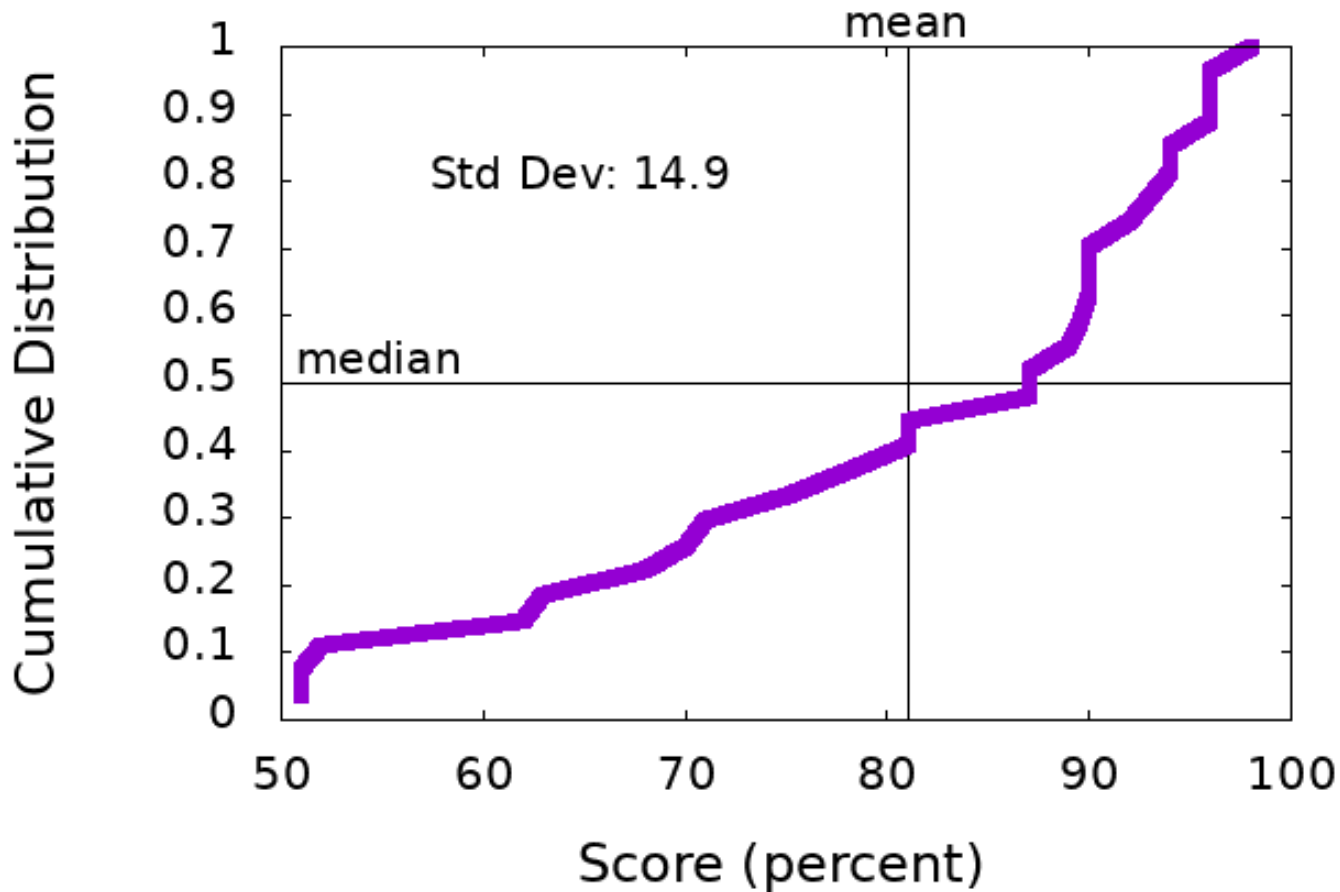


Project 3

IMGD 2905

Scores

Project 3



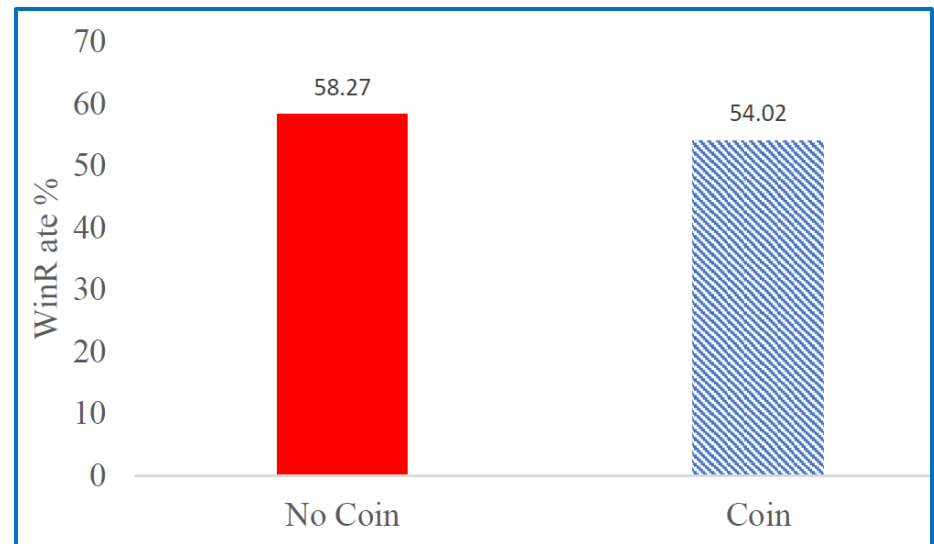
n: 27
min: 51
max: 98
mode: 3 @
(96, 90)
median: 87
mean: 80.9
stdev: 14.63

General Comments

- Some excellent chart techniques – properly selected, can differentiate trends, messages clear
- 1. Charts are **10 times** better than just tables (a picture says a 1000 words)
 - Tables to provide summary statistics, charts for messages
- 2. Provide background information (methods)
 - Game description (no penalty)
 - Dataset (where obtained, no penalty), including **month and year**
 - Size of dataset (e.g., number of games, no penalty)
- Consider (next slides):
 - a) ease of extracting information (units)
 - b) depth of analysis
 - c) combination of elements

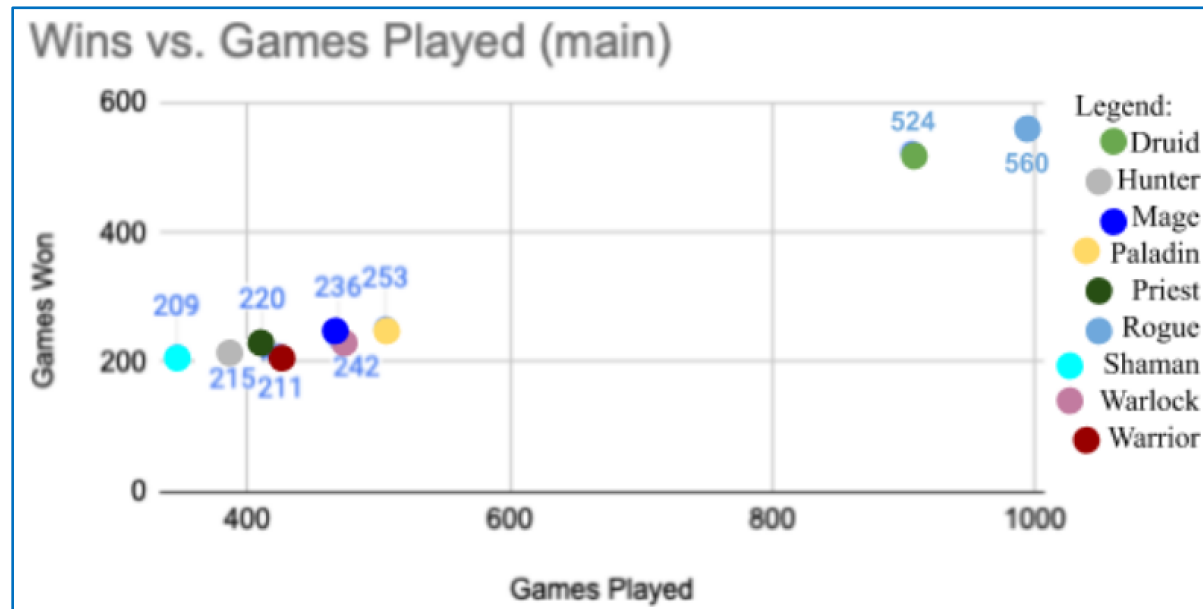
Part 1 – The Coin

- Main player vs Opponent
 - They are both equal for analysis
 - i.e., main player winning isn't of interest
 - Either can have coin
 - Want to know how many times (no coin + win) versus (no coin + lose)
 - But count isn't particularly useful
- Use units easy to understand: **percent**



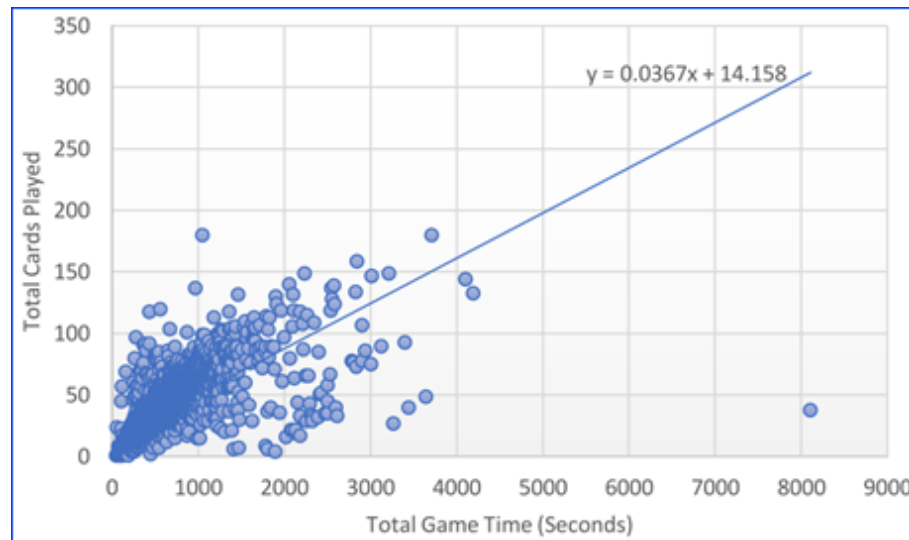
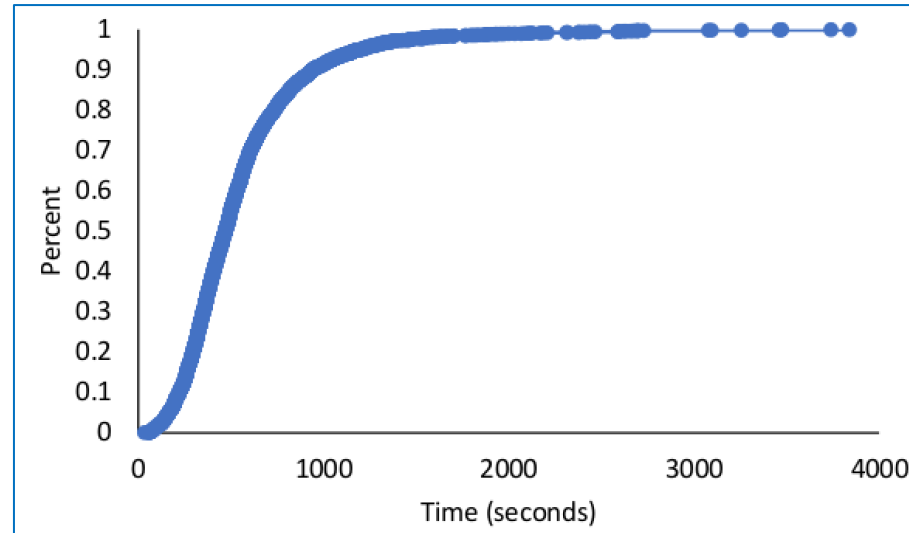
Part 2 – Heroes

- Count of Heroes
- Pick rate of Heroes
- Win rate of Heroes
- Column charts fine
 - Consider order
 - But, could show distributions
- Relationship between win rate and pick rate
 - Variation?
 - Correlation?



Part 3 – Play Rates

- Length of games
- Cards played
- **Rate** of play Chart!
- Average ok
 - Measure of spread!
- **Distributions** better
 - Boxplot or Histogram or CDF
- **Rate**
 - Cards per second?
 - 0.05 cards/second (awkward)
 - **Cards per minute** or **seconds per card**



Part 4 - Choice

- Hero popularity over time (5+)
- Effect of Coin on each Hero (3+)
- Cards or Deck win rate/lose rate details (3+)
- Hero win rate over time (1+)
- Game length by Hero (1+)
- Player rank by Hero choice (1+)



Next Steps

- These slides posted on Proj 3 Web page
- Read over comments on your report
 - Ask if you have questions
- Incorporate **general** and **specific tips** into next project!
 - Re-review before turning in Project 4
- Keep up the good work!

