



John Doe

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Name:

Customer:

Job Title:

Technologies:

IT Dep - Data Science Expert

Data Science Company

Data Science Expert

['R']

Overview

[**Hearthstone game winners**] Hearthstone: Heroes of Warcraft is a free-to-play online video game developed and published by Blizzard Entertainment. It is a turn-based collectible card game between two opponents, who use constructed decks of thirty cards along with a selected hero with a unique power. Players use mana points to cast spells or summon minions to attack the opponent, with the goal of reducing the opponent's health to zero. The task for participants is to construct a prediction model that can learn how to accurately evaluate particular intra-game states.

Score

ACCURACY

0.51

Candidate	0.51
best	0.74
baseline	0.69

Technology Compatibility

Customer Requirements

R

The code is written in the R programming language.

Code Summary

The code performs various data preprocessing steps, builds an xgboost model, and evaluates its performance using the area under the ROC curve (AUC) metric.

Seniority assesment:

Mid

Code style:

The code follows a consistent style with proper indentation and spacing. The code is also well-commented, making it easier to understand the purpose of each step.

Code quality:

The code appears to be of good quality. It uses appropriate functions and techniques to manipulate and transform the data. The use of factors and levels ensures that the categorical variables are properly encoded.

Code complexity:

The code is moderately complex. It involves multiple steps to factorize and sort the categorical variables in both the training and test datasets. Additionally, there are additional steps to add columns and perform calculations based on the alert_ids.

Noteworthy features:

The code uses the xgboost library for training a gradient boosting model, which is known for its high performance and accuracy in machine learning tasks.

Errors:

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