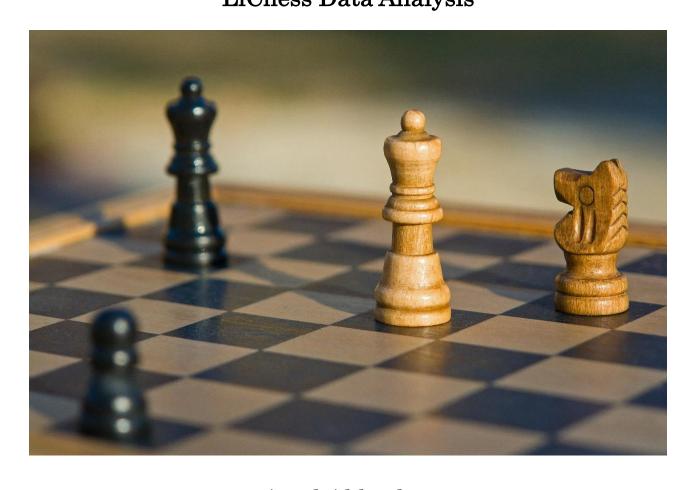Project proposal

Exploratory Data Analysis (EDA)

LiChess Data Analysis

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LiChess Data Analysis

- ## Introduction:

Chess is a game of strategy and tactics for two players, played on an 8x8 chequered board. The game aims to trap your opponent's king, which is called Checkmate. a game can also be won if your opponent gives up, and there are a variety of ways a game can end in a draw. So, this is a dataset of 20,000 games collected from a selection of players on the LiChess.org game-site, It contains moves, victors, rating, opening details, and more.

- ## Algorithms:

After I scraped data, I will do data cleaning, pre-processing and delete the duplicate records and check if there are any null values then drop them. After that I will try to answer the questions I'm looking for.

- ## Questions:

1. What are the most popular Chess Openings?

2. How Most of the Chess matches concluded?

3. Which Color Side is more likely to win?

4. What is the distribution of rated players?

- ## Tools:

1. Python.

2. Jupyter Notebook

3. PowerPoint.

- ## Libraries:

1. NumPy.

2. Pandas.

3. Matplotlib.