

PREDICTION OF NUMBER OF GOALS WILL BE SCORED BY A PLAYER IN A MATCH

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Documentation Of The Dataset

Our dataset is made up of 6 attributes or columns. In which the first 5 are features and the 6th or the last attribute is target class. To predict goals some features are important like the player's rate, the opponent team's rate etc. the features and their description is given below.

- **position:** In which position a player plays. Goal scoring possibilities increases if a player is a striker. We have denoted with 0, 1, 2 or 3. 0 means striker, 1 means left wing, 2 means right wing, 3 means central attacking midfielder.
- **finishing:** Finishing accuracy. Which is less than 100. The more accurate the finishing power the higher the rating.
- **recent_scoring_from:** Recent scoring form denoted by 0 or 1. 0 means good form and 1 means bad form.
- **opponent_team_rating:** Opponent team rating which denoted by 0 or 1. If 0 then bad team and if 1 then good team.
- **h_or_a:** Home or away match. Home match is 0 and away is denoted by 1.
- **goals:** : It is the target class. Denoted by 0, 1, 2 or 3. It is mainly describing the goal number a player scores or should score.