EXCEL CAPSTONE PROJECT REPORT

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PROBLEM STATEMENTS

1. Matches played in different maps.
2. Damage dealt by the gun and longest kill with the same gun.
3. Survival Masters
4. Top players who has travelled long distances.
5. Kills made through different types of guns.
6. Types of kills made (Road kills , head-shot kills)
7. Number of matches conducted according to match type.
8. Top players with highest damage dealt.
9. Squad win percentage and damage based on ranks.
10. Number of times a player was knocked out.
11. Average kill points scored according to kill place.
12. Number of times boosts and heals consumed.
13. Distribution of weapons acquired by win points.
14. Kills made in different types of matches.
15. Revives

#SOURCE OF DATA

https://www.kaggle.com/datasets

OUTCOME & RESULTS OF ANALYSIS

➢ **Basically we are being asked to solve problem statements of each player, without playing the game. How cool is that! Its like a winning formula.**
'Oh, you have so many headshots, you will be in the top 5'.

➢ We've formed pivot charts from the data and created a dashboard in **EXCEL** containing all the charts , so that it will give an at-a-glance overview of project . This dashboard offers views of all problem statements.

➢ Now we have explored our data and identified the meaningful insights and have them displayed on our dashboard.

#DRIVE LINK OF EXPLANATION
https://drive.google.com/open?id=1q0GmzZ_vGCHA-f7vlai5f9ZlG8Ysm_ww
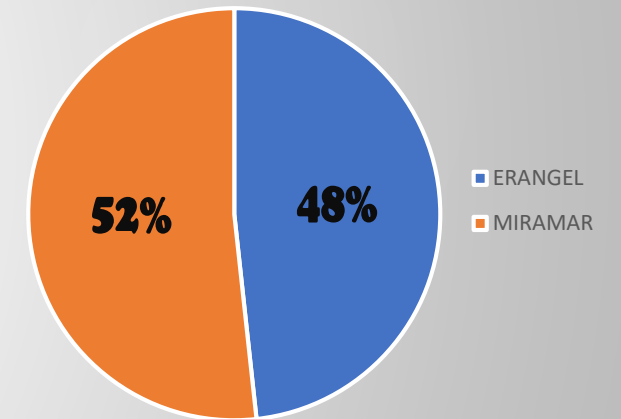
Data Visualizations

1.MATCHES PLAYED IN DIFFERENT TYPES OF MAPS

- This pie chart depicts how many matches that has been held in Erangel and Miramar maps.

- Chart varies based on slicer of **MATCH TYPE.**

MATCHES PLAYED IN DIFFERENT TYPES OF MAPS

matchType

- duo
- duo-fpp
- solo
- solo-fpp
- squad
- squad-fpp

52% 48%

■ ERANGEL
■ MIRAMAR

2.DAMAGE DEALT AND LONGEST KILL BY GUN

- Here we'll be dealing with guns who made a longest distance kill in metres and damage dealt according to the data given.

- Chart varies based on slicer of **MATCH TYPE.**

Damage dealt by the gun and longest kill by the same gun
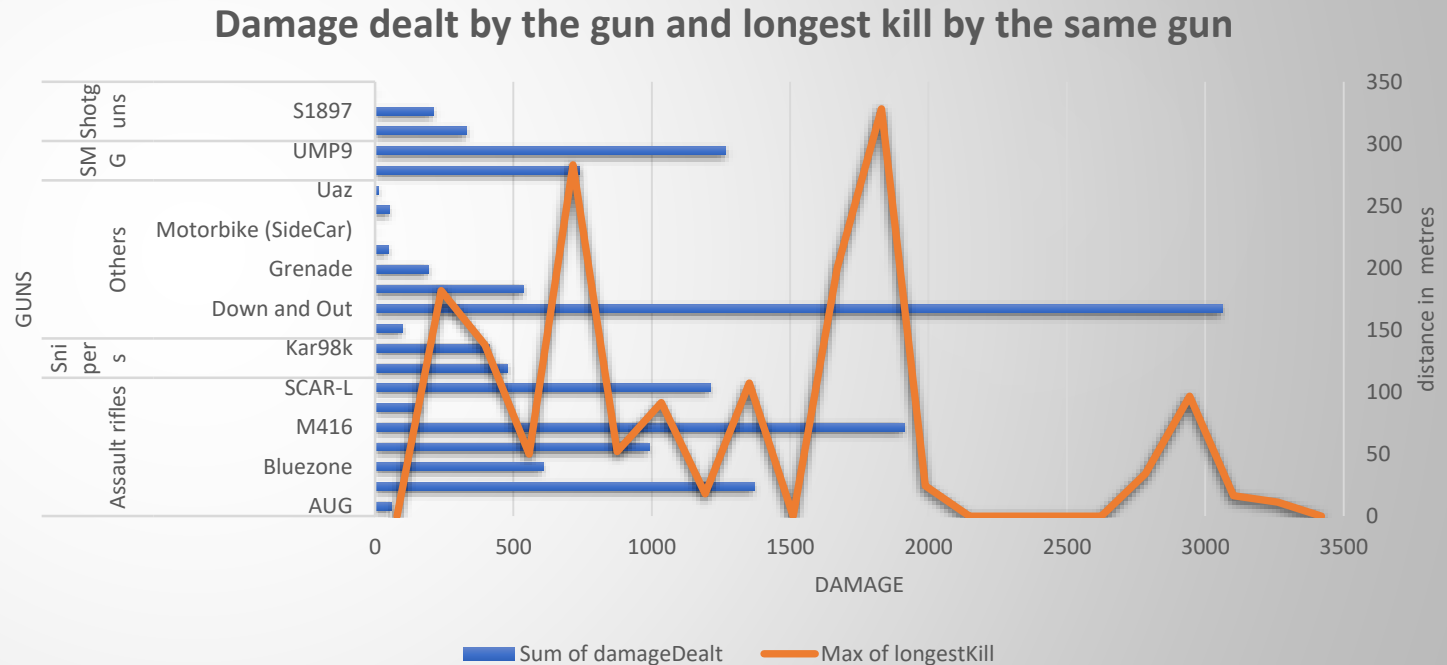
3.SURVIVAL

- Top players who have survived till last minute of a match.

- This varies based on **Match types** which we have taken as a slicer.

SURVIVAL PLAYERS
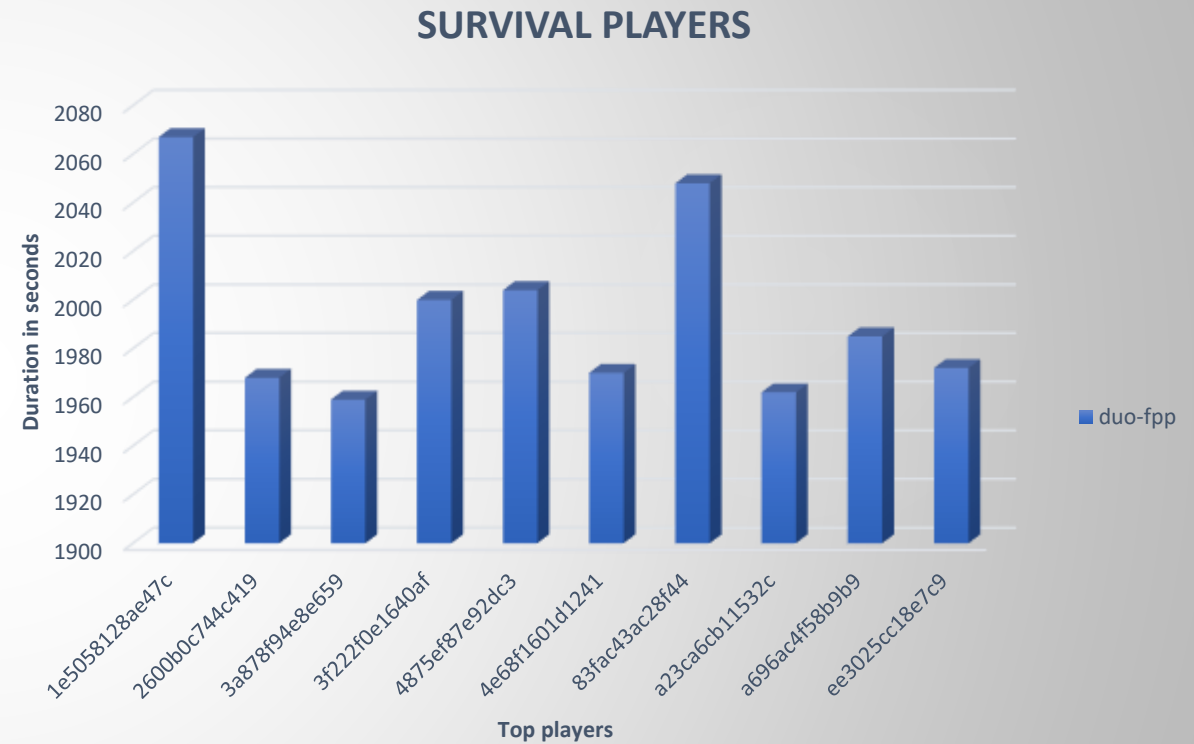
4. DISTANCE TRAVELLED BY TOP PLAYERS

- Ideally speaking **Walk Distance** should be a critical factor in winning. As the running speed is almost static, you cannot do much about that. *So if you have to be in top winning places you have to keep on moving.* The walking distance is directly proportional to chance of winning.

- These are the top players for distance travelled in water, or by walk or through a vehicle


DISTANCE TRAVELLED BY TOP PLAYERS
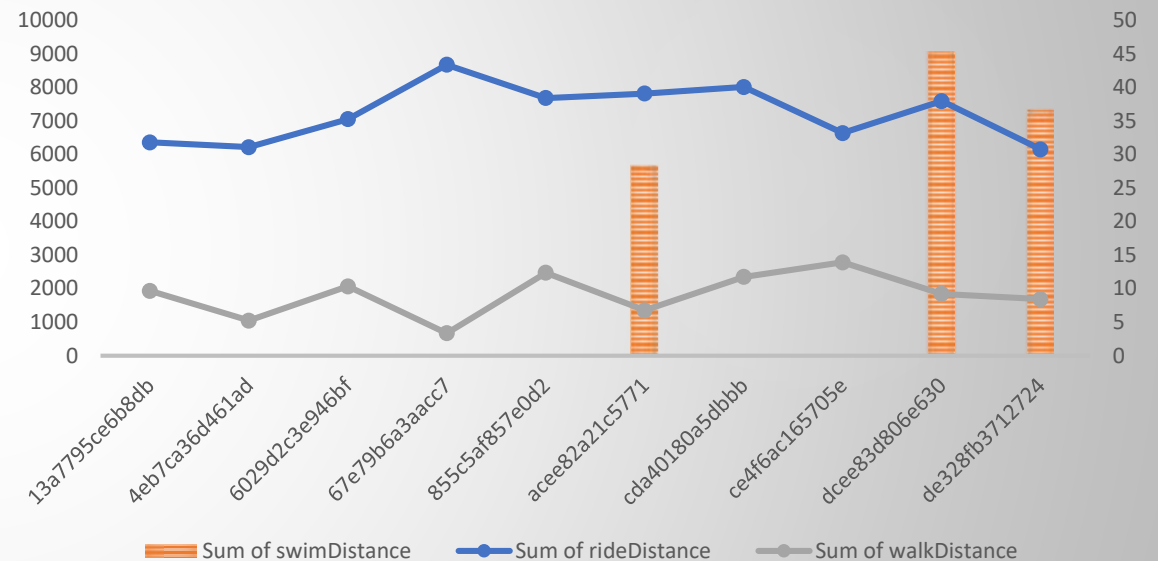
5.KILLS MADE BY DIFFERENT TYPES OF GUNS

- This pie chart depicts info of how many kills the gun has made.

- This varies based on **GUNS and MAPS** which we have taken as a slicers.


Kills made by different types of guns
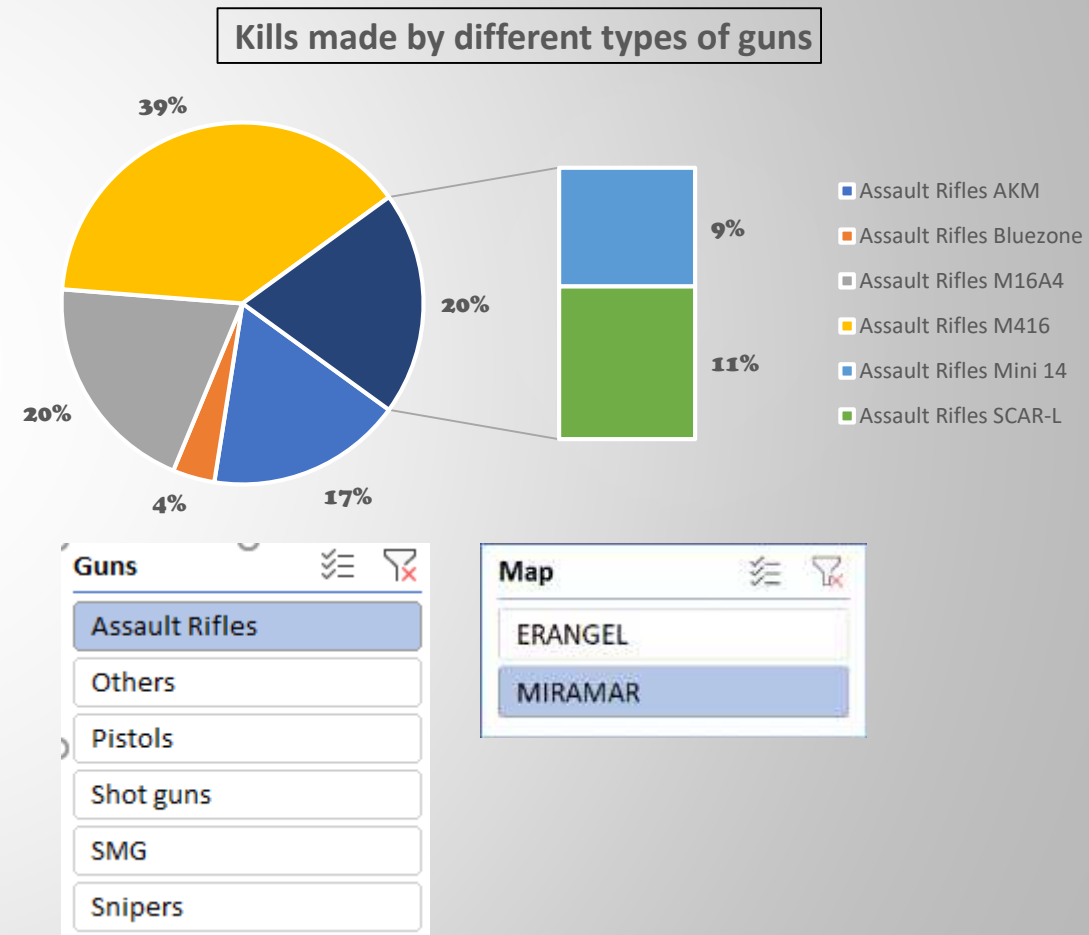
6. TYPES OF KILLS

- **_Headshot kills_** may have lot to tell about how good that a player is.

- Here we've created a line chart as it says top players who made headshot kills as well as road kills.

TYPES OF KILLS MADE BY PLAYERS
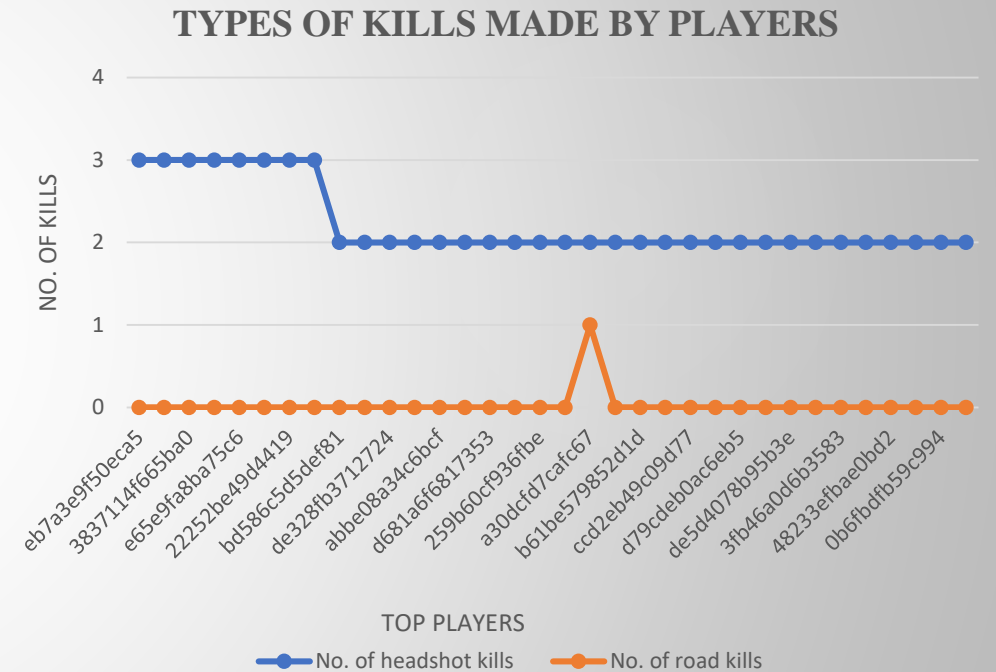
7. MATCEHS CONDUCED IN MATCH TYPES

- This bar chart represents number of matches conducted according to match type.

**NO. OF MATCHES CONDUCTED ACCORDING TO MATCHTYPE**
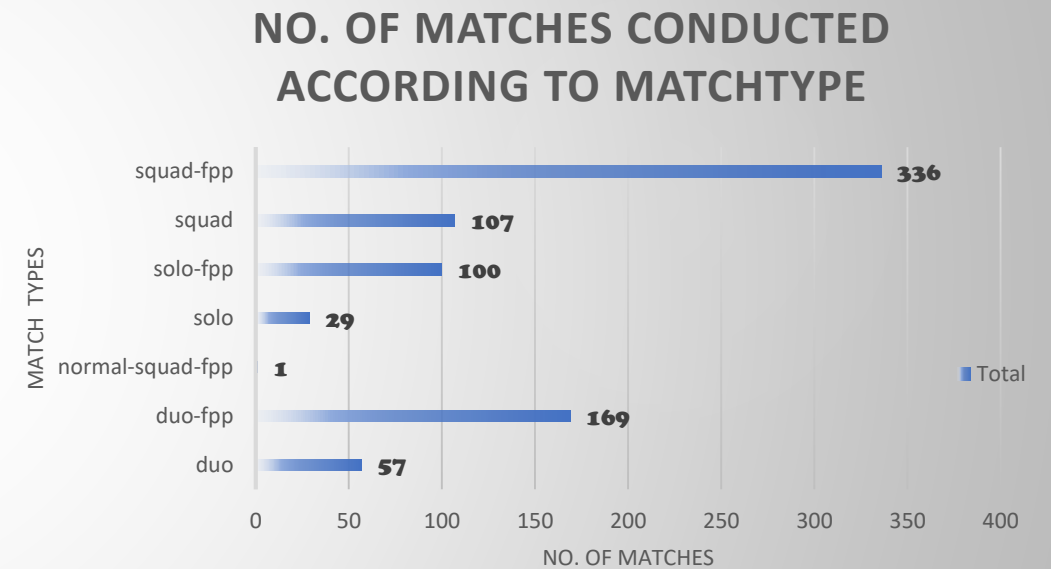
8. DAMAGE DEALT

- This chart represents top players who have dealt with highest damage.

TOP PLAYERS WITH HIGHEST DAMAGE DEALT

9. WIN % AND DAMAGE BASED ON RANK POSITIONS

- Here line chart says the average damage given by that rank position members.

- Column chart represents Win Percentage .

Squad win % and Damage based on Ranks
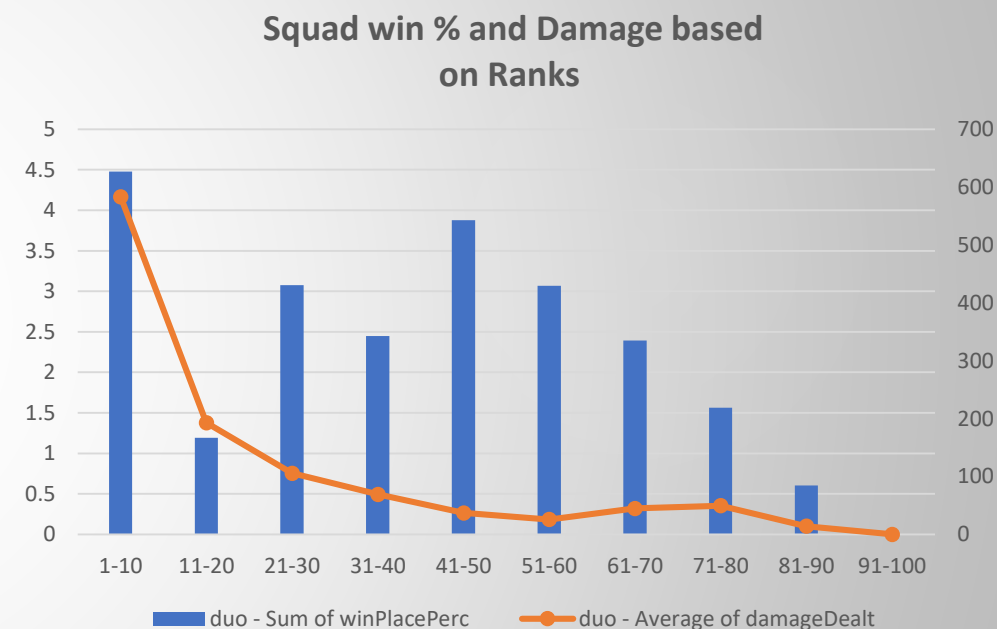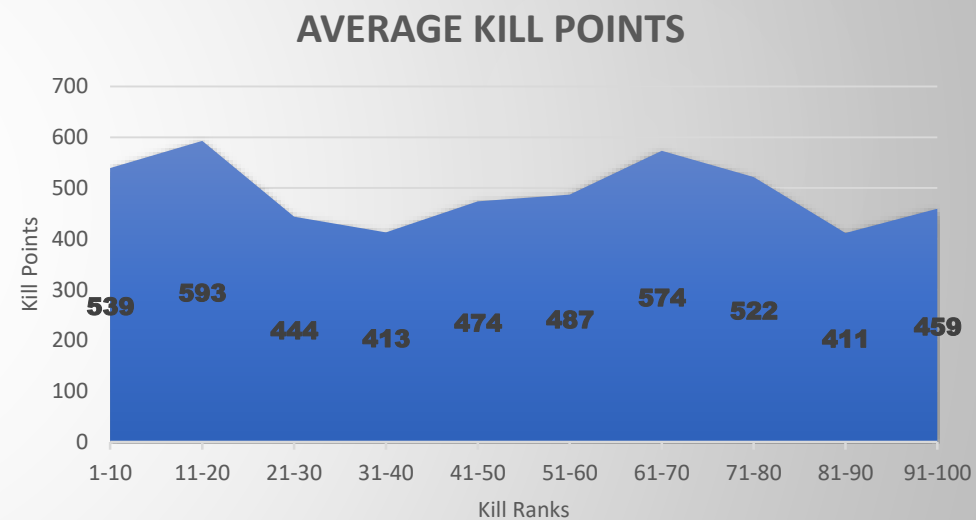
10. DOUBT BUT NOT OUT (KNOCK OUTS)

- This pe chart depicts that how many times a player was knocked out.

- Taking the legends as number of times a player was knocked out.

No. of times a player was knocked out
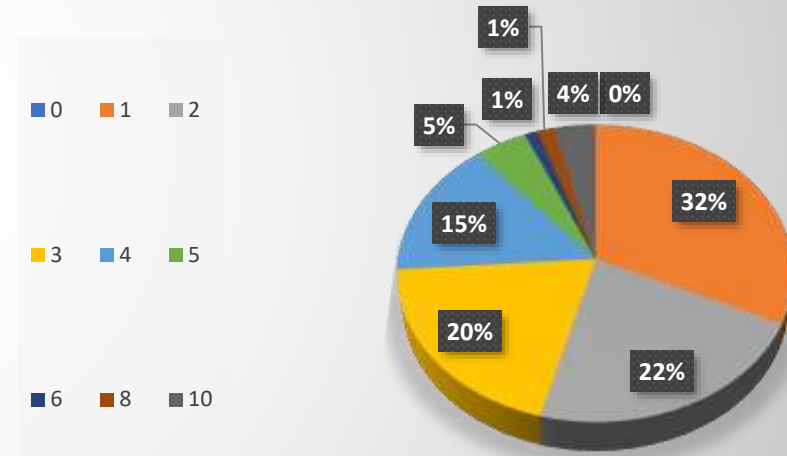
11. AVERAGE KILL POINTS

- This area chart represents the average kill points players has scored based on kill ranks.

AVERAGE KILL POINTS

539 593 444 413 474 487 574 522 411 459

12. BOOSTS AND HEALS CONSUMED

- Boosts also should be a important factor. If you want to live more time , it is highly likely that you use one or more boosts.

- This chart says Boosts and heals taken by a player to increase his performance in the game.

No. of times Boosts And Heals consumed
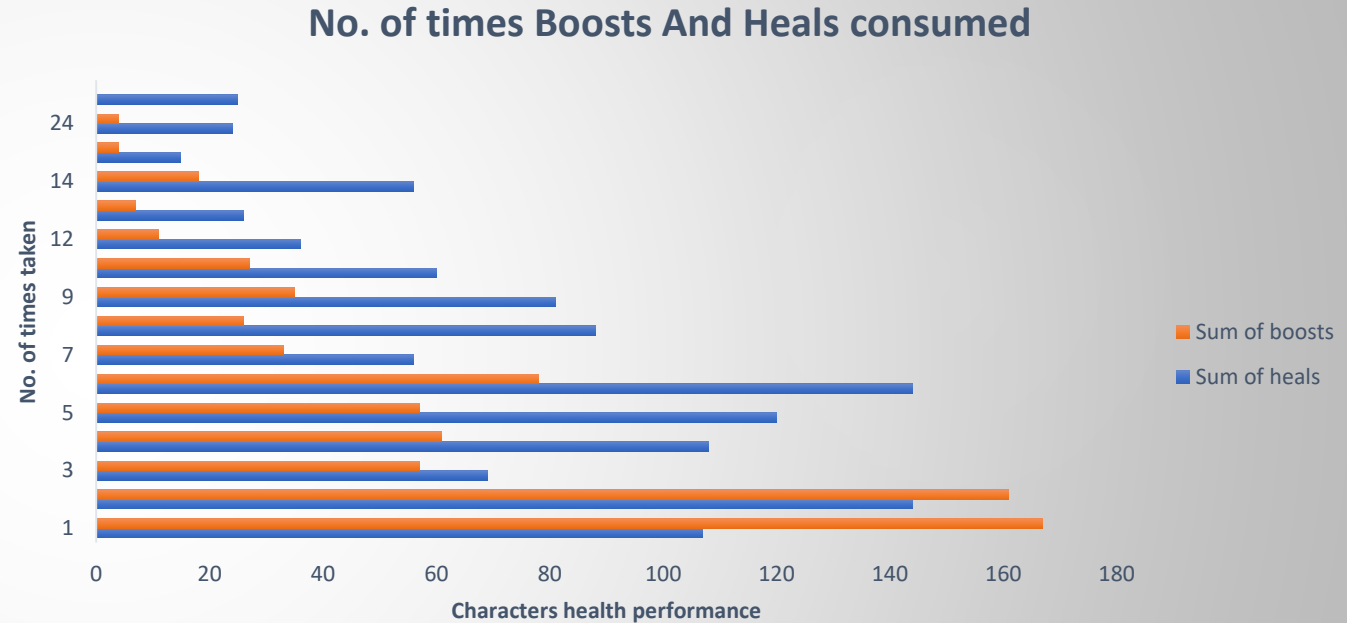
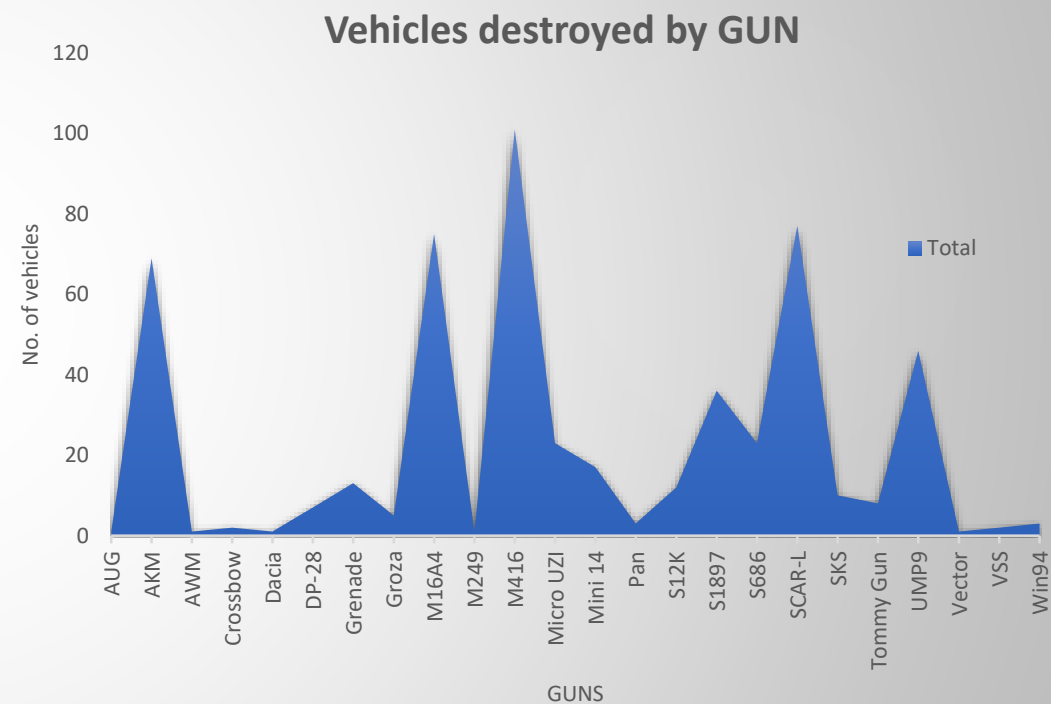## 13. DISTRIBUTION OF WEAPONS ACQUIREDBY WIN POINTS

- This chart represents number of weapons players has acquired based on win points.

Distribution of weapons aquired by win points
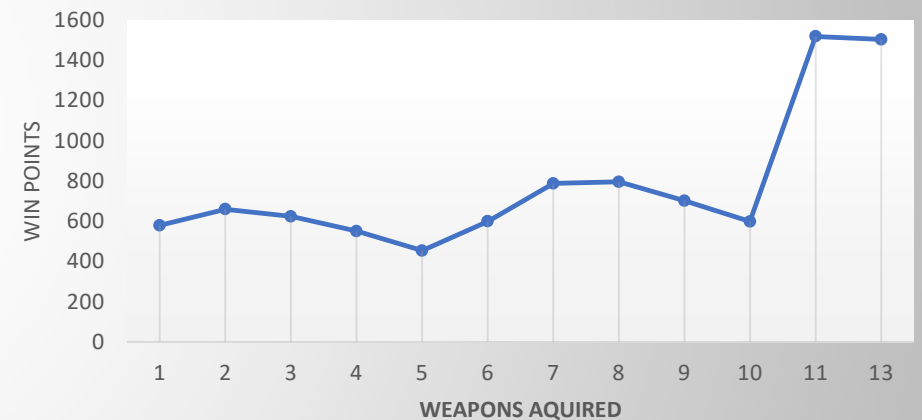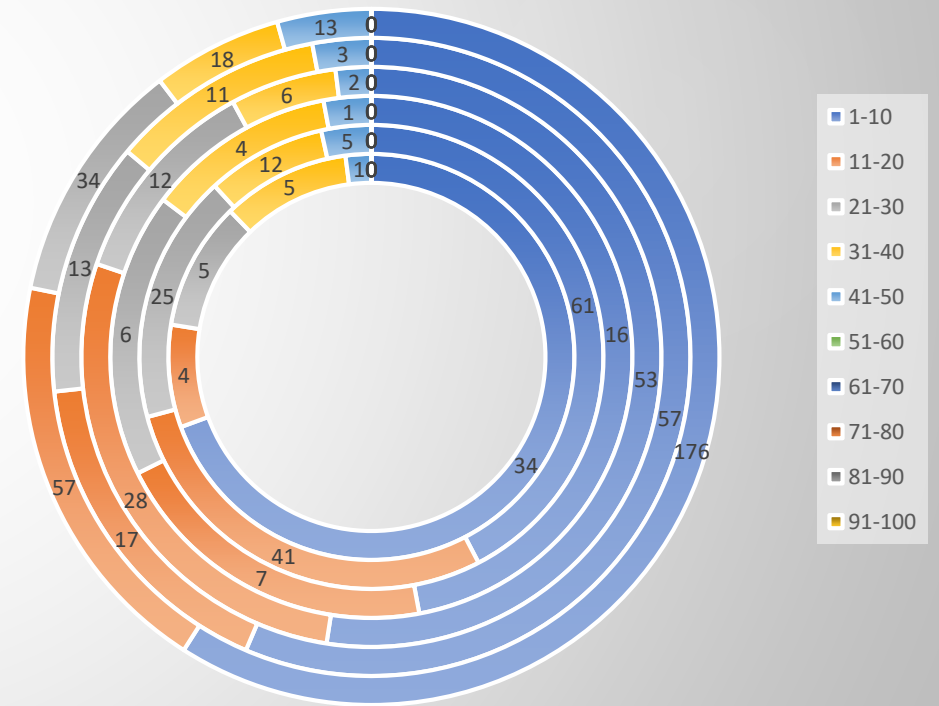
14.VEHICLES DESTROYED

- This chart depicts guns which have destroyed most number of vehicles.
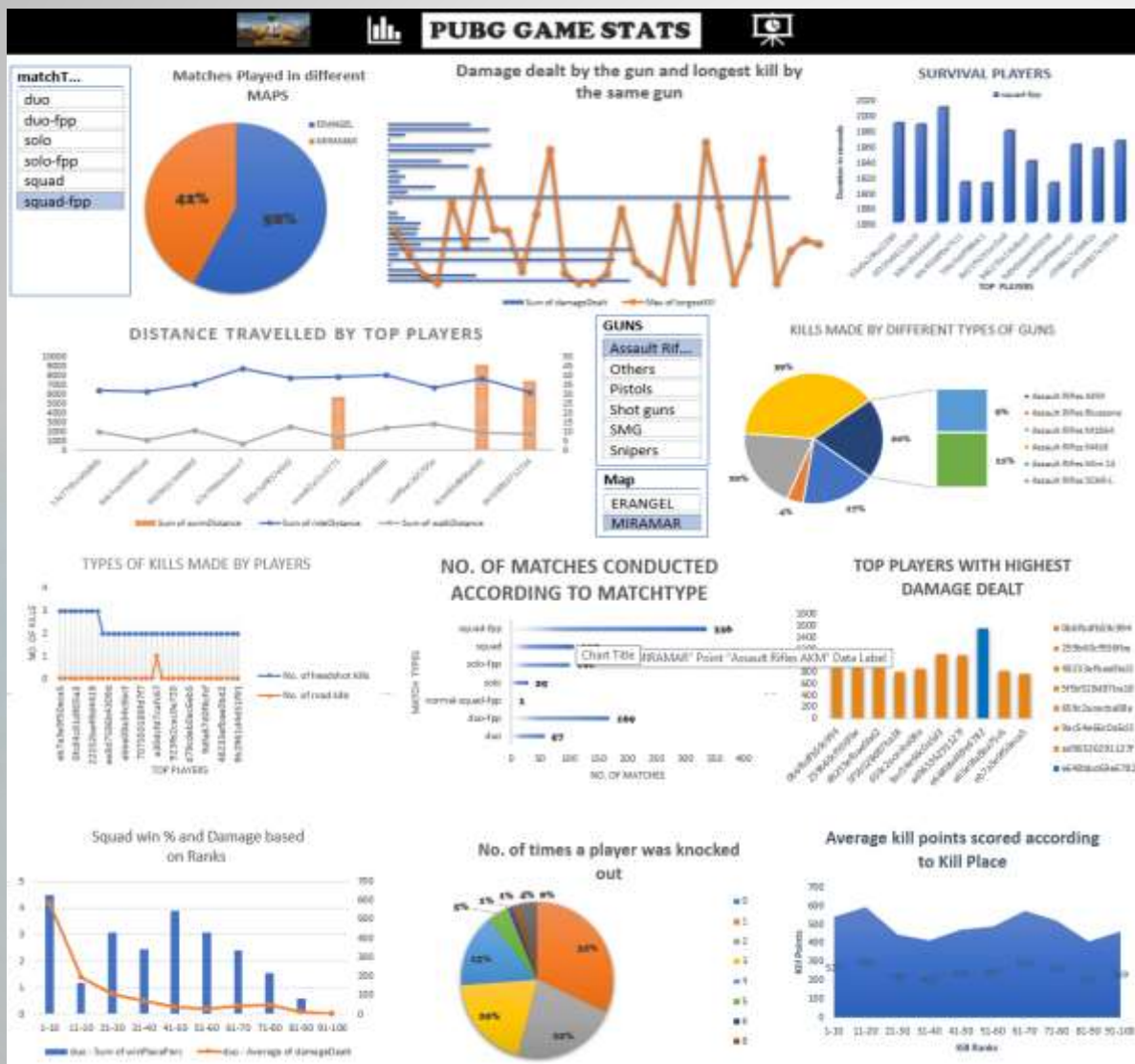

Vehicles destroyed by GUN

15. KILLS MADE IN DIFFERENT TYPES OF MATCHES

- This charts represents kills made in different types of matches , each level represents MATCHTYPES

Kills made in different types of matches

DASHBOARD

CONCLUSION

➤ We are provided with a large number of anonymized PUBG game stats, formatted so that each row contains one player's post-game stats. The data comes from matches of all types: solos, duos, squads, and FPP.

➤ In aggregate, each match's meta information and player statistics are summarized. It includes various aggregate statistics such as player kills, damage, distance walked, etc.

➤ We conclude that we have created a detailed analysis from meta information by forming charts.

#NEXT STEPS

We can further continue this project by taking dates as labels.