"Entity J" is struggling most Two supporting stats Unnamed: 13 = 0.331 (lowest FG% among regulars) Unnamed: 8 = 12.4 (low scoring despite moderate minutes)

"Entity L" is developing most. Two supporting stats: Unnamed: 13 = 0.826 (elite efficiency in limited sample) Unnamed: 6 = 120 (low minutes; scaling opportunity)

"Entity J", "Entity I", and "Entity K" would benefit most from extra coaching. "Entity J" Unnamed: 13 = 0.331 (lowest FG% among regulars) Unnamed: 29 = 5.1 (low overall impact) "Entity I" Unnamed: 13 = 0.391 (poor FG%) Unnamed: 29 = 5.2 (low overall impact) "Entity K" Unnamed: 29 = 2.6 (lowest overall impact) Unnamed: 17 = 0.538 (weak FT%)

"Entity J", "Entity I", and "Entity K" would benefit most from extra coaching. "Entity J" Unnamed: 13 = 0.331 (lowest FG% among regulars) Unnamed: 29 = 5.1 (low overall impact) "Entity I" Unnamed: 13 = 0.391 (poor FG%) Unnamed: 29 = 5.2 (low overall impact) "Entity K" Unnamed: 29 = 2.6 (lowest overall impact) Unnamed: 17 = 0.538 (weak FT%)

"Entity J" should be prioritized for skill improvement. Two supporting stats: Unnamed: 13 = 0.331 (lowest FG% among regulars) Unnamed: 29 = 5.1 (low overall impact)

Prioritize "Entity J". Evidence: Unnamed: 13 = 0.331; Unnamed: 29 = 5.1.

Select "Entity J". Justification: Unnamed: 13 = 0.331; Unnamed: 29 = 5.1.

Select "Entity M". Justification: Unnamed: 13 = 0.294; Unnamed: 29 = 2.7.

Problem: inefficient shooting and ball security. Multiple rotation players posted low Unnamed: 13 values (e.g., "Entity G" 0.403, "Entity B" 0.407, "Entity F" 0.407, "Entity I" 0.391, "Entity J" 0.331), and turnovers were high for key minutes (e.g., "Entity G" Unnamed: 24 = 134). Prioritize improvement: "Entity G". Evidence: Unnamed: 13 = 0.403; Unnamed: 24 = 134.

Target upside: "Entity G". Rationale: high role but poor efficiency and ball security. Evidence: Unnamed: 13 = 0.403; Unnamed: 24 = 134.