* The purpose of my exploration was to see if I could predict player rank
* Not all players are ranked, due to api limitations I couldn’t procure enough ranked player data
* I generated my own ranking system that’s just Top 5 players in the match
* I used various iterations on algorithms and other exploratory analysis on the API match sample data
* I started by creating 5 kill categories for amount of kills racked up by each player and put them in a boxplot against player win percent

1. Win prediction increases as player kills increase

* The next EDA that was performed was identifying the distribution of matches by game modes and map(squad being most common gamemode and tiger the most used map)
* The next EDA was trying to determine the correlation of attributes which I helped to visualize with this matrix
* With that EDA I wanted to plot important features to get a visual
* Once i selected important features and preprocessed the data I applied it to a few algos
* Lin Regress, RF, DecisionTree, Grid Search, and KNN
* From this simple line graph it can be observed that the lowest accuracy scores obtained were from Linear Regression(0.624) and the highest accuracy score from Random Forest Classifier(0.959)
* Conclusion, while I wasn’t able to satisfy the aim of my study and predict player ranking I was able to predict the top 5 placing participants
* Random Forest seems to be the best Algo for this dataset.
* Having even 1-2 kills puts the median player at around the .6 percentile of win placement, 3-5 kills in the .8, 10+ kills can give 100% win ratios
* The player average kills is .866 victims
* The player max kills for this data set is 18