* I identified the distribution of matches by game modes and map(squad being most common gamemode, and tiger the most used map)
* I created a ranking system that’s basically just top five finshers. Either you finished top five or you didn’t.
* The next EDA was to determine the correlation of attributes and look for import features
* That EDA hints at important features to consider
  + Time survived and damage dealt being the most important factors to predict if you will place top 5
* Once i selected those important features and preprocessed the data I applied it to a few algos
* Lin Regress, RF, DecisionTree, Grid Search, and KNN
* This is a tree plot shows the root node, decision nodes and leaves that my algo took in trying to predict top five winners. Its really cool reading it from the root node down to decision nodes and leaves to see what the path is like. When a decision node cant fork to another decision node, a branch gets pruned and a leaf grows. This root node in this instance is Damage dealt and one branch path is– timeSurvived-boosts-weapons acquired-walk distance-gameduration-leaves
* the root node is selected based on the results from an Attribute Selection Measure(ASM)
* The ASM is repeated until a leaf node cannot be split into sub nodes.
* From this simple table 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 by player I was able to predict the top 5 placing participants, or the winner.
* 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 percent 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