NBA Offensive Archetypes

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The modern NBA has evolved into a fast-paced, offensively focused game. During the 2024–25 season, teams averaged 113.8 points per game, up from 111.8 five years ago, and a significant increase from the 100-point average recorded a decade earlier. Double-digit leads are no longer a safe margin. A recent example saw the New York Knicks erase a 20-point fourth-quarter deficit to defeat the Boston Celtics in back-to-back games during the Eastern Conference Semi-Finals.

Motivated by a K-means clustering analysis shared by *halfpast.noon* on Instagram, which grouped NBA teams based on offensive and defensive characteristics, I set out to build my own clustering model, but at the player level. With a background in data science and a strong interest in basketball analytics, I developed Python pipelines to extract and process player data from the NBA API, sourcing multiple endpoints including *leaguedashplayerstats*, *leaguedashplayershotlocations*, and *commonplayerinfo*.

After cleansing and structuring the dataset, I implemented a K-means clustering algorithm, experimenting with various cluster sizes before finalizing seven distinct offensive player profiles. I also developed functionality to generate CSV outputs for each cluster, containing player names, IDs, and relevant offensive metrics. These outputs formed the basis for the analysis presented in this report, which highlights trends, archetypes, and standout performers across the league.

This project followed a structured end-to-end workflow. Player data for the 2024–25 season was collected from the official NBA API using endpoints such as *leaguedashplayerstats*, *leaguedashplayershotlocations*, and *commonplayerinfo*. After retrieving the data, I performed preprocessing to clean and merge datasets, calculate additional metrics like Points Per Shot (PPS) and Free Throw Attempt Rate (FTA/FGA), and normalize the features to prepare for clustering. I then applied the K-means algorithm to segment players into offensive groups, testing various cluster sizes before settling on seven as the most meaningful representation. To support interpretation and visualization, I used Principal Component Analysis (PCA) to reduce the dataset’s dimensionality while preserving its structure. Finally, I analysed the resulting clusters to identify trends, scoring tendencies, and standout profiles across the league.

Cluster 0: Hybrid Bigs and Utility Forwards

Notable Players:

- Brook Lopez
- Aaron Gordon
- Josh Hart
- Evan Mobley
- Jimmy Butler III
- Domantas Sabonis

This cluster is composed of hybrid bigs and defensive-minded forwards who play efficient, low-usage roles within their teams. These players are not typically relied upon to generate high scoring totals. They average 13.5 points per game on just 9.8 field goal attempts and 2.7 three-point attempts, while posting a below-average usage rate of 19.8% — indicating they're not focal points in their team's offensive schemes.

However, their impact comes in efficiency. The group records a strong effective field goal percentage of 56% and true shooting percentage of 60%, both above or in line with more ball-dominant scorers. The high efficiency is largely driven by their heavy reliance on high-percentage 2-point shots, especially in the paint:

- Restricted area: 3.95 attempts per game at 69%
- Non-RA paint: 2.25 attempts at 44%
- Mid-range: Just 0.88 attempts per game

Their points per shot average sits at 1.37, indicating they maximize limited offensive involvement. Despite not stretching the floor or being volume shooters, they remain productive in their roles often cutting, rolling, or finishing plays created by teammates.

In contrast to Cluster 4's traditional big men, who also operate near the rim, Cluster 0 players typically:

- Have more mobility and may step out to hit occasional threes
- Contribute more in defensive versatility and switching
- Often slot in as secondary bigs or physical wings who don't require touches to impact the game

If stats like offensive rebounds, assist rates, or defensive metrics were included, this would further illustrate how these players contribute in less visible ways, through screen setting, switching, rebounding, and hustle plays.

A standout in this group is Denver's third-year guard, Christian Braun.
Braun quietly put together an outstanding 2024–25 campaign, averaging a career-high 15.4 points per game, an 8-point jump from the previous season. He leads the cluster with a stellar Offensive Rating of 122.7, well above league average.

That efficiency stems from elite shooting marks, a 63% effective field goal percentage (eFG%) and a 67% true shooting percentage (TS%), both the highest in the group. Impressively, he accomplishes this with just a 16% usage rate, the third lowest in the cluster.

Braun's value lies in his ability to contribute efficiently without needing a high volume of touches. Whenever he's on the floor, he's a reliable scoring option who helps alleviate pressure from high-usage stars like Jamal Murray and Nikola Jokic.

What makes Braun even more impressive is the balance in his offensive shot profile. He isn't overly reliant on any single zone and contributes across the floor. Per game, he averages:

- 1.9 above-the-break threes at 42%
- 0.2 right corner threes at 35%
- 0.3 left corner threes at 59%
- 0.9 mid-range attempts at 59%
- 3.0 non-restricted paint attempts at 58%
- 1.3 restricted area attempts at 54%

With free agency looming in the 2026 offseason, Braun is poised to become a hot target. His combination of low usage, elite efficiency, and positional versatility makes him a prime candidate for championship contenders seeking a reliable and scalable scoring option.

Two notable inclusions in this cluster are the Thompson twins, Ausar and Amen. Both are in their second NBA seasons with Ausar in Detroit and Amen in Houston (I had to Google that). While still developing offensively, both have already made their mark on the defensive end — something their respective franchises are banking on as they work toward shaping them into high-level *3-and-D* wings.

Currently, both brothers hold limited offensive roles, with Amen carrying a 17% usage rate and Ausar slightly higher at 18.5%. Ausar averages 10.1 points per game, below the cluster average, while Amen contributes 14.1 PPG.

From three-point range, their volume and efficiency are both minimal. On above-the-break threes, Ausar is shooting just 21% on 0.3 attempts, and Amen 14% on 0.5 attempts, ranking at the bottom of the cluster in both metrics.

Mid-range usage is similarly limited. Amen converts 38% on 1 attempt per game, while Ausar hits just 33% on 0.2 attempts.

Where they excel is at the rim:

- Amen finishes 72% of his 5.2 restricted area attempts, a mark that places him among cluster bigs.
- Ausar isn’t far behind, converting 67% on 4.8 attempts.

In the non-restricted paint, Amen is slightly above average at 44% on 2.6 attempts, while Ausar struggles, hitting only 35% on 2 attempts, ranking near the bottom in that zone.

Amen currently holds the edge over his brother, showcasing greater scoring efficiency and overall offensive impact despite a slightly lower usage rate. Still, for both twins to take the next step, this offseason should be focused on expanding their offensive games, particularly improving their consistency and volume from beyond the arc.

Cluster 1: High-Volume 3PT Creators

Notable Players:

- Stephen Curry
- Kyrie Irving
- Victor Wembanyama
- Jayson Tatum
- Cam Thomas
- LaMelo Ball

This cluster is defined by high-volume shooting from above the break, averaging 8.2 3PA at 36%, while largely avoiding midrange looks (2.4 FGA at 42%). Players in this group serve as their team's primary creators, often taking difficult perimeter shots and initiating offense.

Within this cluster, LaMelo Ball and Brandon Miller stand out for their central role in the Hornets' offense. Combined, they account for 61% of the team's usage rate, indicating the offense flows heavily through them.

However, this volume comes with efficiency concerns. Miller and Ball rank last and third-last in PPS, and sit at the bottom in TS%, suggesting they use many possessions without converting at an efficient rate.

At the other end of the spectrum, Damian Lillard leads all high-volume 3-point creators in both Points Per Shot (1.46) and True Shooting Percentage (62%). Despite his elite efficiency, his usage rate is among the lowest in the cluster, making him a highly effective scoring option without dominating possessions — a reliable and efficient perimeter threat.

Victor Wembanyama holds a moderate usage rate (30%) and posts strong efficiency metrics: 59% TS, 56% eFG, 1.3 PPS, and a solid 113.8 offensive rating. He attempts 8 threes per game from above the break, more than traditional guards like Kyrie Irving, Donovan Mitchell, and Trae Young. His 36% conversion rate from that zone also outpaces Harden, Mitchell, and Trae.

However, Wembanyama ranks near the bottom in In the Paint (Non-RA) FGA and takes fewer restricted area shots than other versatile scorers like Tatum, Edwards, and Maxey, despite having a clear physical advantage.

Wembanyama should continue developing as a 3-point threat, as it's already a strength. However, to reach his full offensive potential, he would benefit from increasing rim pressure and capitalizing more on mismatch finishes inside.

Finally, as this cluster consists of high-volume 3-point creators, the contrast in shot location is particularly striking. On average, players in this group attempt just 0.48

shots from the left corner and 0.40 from the right corner per game — a stark difference compared to the 8.2 attempts from above the break, which includes shots from the wings and top of the arc.

This is notable given that corner threes are the shortest 3-point shots on the court and typically among the most efficient. The data suggests that these attempts are likely being taken by lower-usage role players, while the creators in this cluster prefer or are required to generate offense from more central areas of the floor.

Cluster 2: Low-to-Mid Usage Floor Spacers

Notable Players:

- Klay Thompson
- Mikal Bridges
- Naz Reid
- OG Anunoby
- Payton Pritchard
- Rui Hachimura

Players in this cluster carry an average usage rate of 0.18, indicating that they are not primary offensive options. However, they are relatively efficient scorers, with a cluster-wide True Shooting Percentage (TS%) of 0.59 and an average Points Per Shot (PPS) of 1.26.

From deep, their above-the-break 3-point attempts average 3.5 per game (at 36%), significantly lower than the high-volume creators as expected. In contrast, corner threes are more common in this group, averaging 0.89 from the left corner and 0.83 from the right. This fits their role as floor spacers, positioned to receive kick-outs on drive-and-kick actions.

Interestingly, above-the-break 3-point volume varies widely within the cluster, from 1.3 to 7.5 attempts per game. While most players operate as catch-and-shoot wings, others like Quentin Grimes take on more responsibility and attempt high volumes of threes. This variability suggests that while these players share a general archetype, their roles differ in how aggressively they are empowered to shoot.

Midrange attempts are minimal, averaging just 0.71 FGA per game at 40% accuracy. Some players avoid the midrange entirely, while others notably Mikal Bridges excel when operating there. Bridges shoots 51% on 2.6 midrange attempts, ranking among the top performers in this zone within the cluster. This may point to selective mismatch exploitation for players with refined midrange skills.

At the low end of usage, players contribute in highly specialized roles. The cluster's minimum usage rate drops to 13%, reflecting low-touch specialists who rarely create their own offense but are expected to convert efficiently when the ball finds them.

The Wingstop duo of Mikal Bridges and OG Anunoby exemplify this archetype. Their usage rates are nearly identical (0.19 for Bridges, 0.20 for OG), allowing more possessions for ball-dominant teammates like Jalen Brunson and Karl-Anthony Towns. Both average a similar scoring output (17.6 PPG for Bridges, 18.0 for OG), though they differ in efficiency profiles: OG hits 36% from above the break, while Bridges manages just 30% but compensates with elite midrange shooting (51% on 2.6 attempts).

Quentin Grimes stands out as the highest-usage player in the cluster at 21.8%. He averaged 14.6 points per game, shooting 35.3% on 4.3 above-the-break 3PA, and was especially effective from the corners hitting 50% from the left (0.9 attempts) and 45.7% from the right (0.5 attempts). His TS% of 59.5% and PPS of 1.33 place him firmly in the middle tier for scoring efficiency. Grimes' usage may have increased due to the injury-plagued teams he’s been part of, stepping up as a primary scoring option in both Dallas and Philadelphia when Luka Doncic and the core trio were sidelined.

In contrast, Harrison Barnes emerges as the most efficient player in Cluster 2. Despite a modest usage rate of 15.7%, he posts a cluster-high PPS of 1.48 and a True Shooting Percentage of 65.6%. His low-volume, high-impact scoring complements teammates like Zach LaVine and DeMar DeRozan, allowing him to serve as a deadly catch-and-shoot option without needing to dominate possessions.

Cluster 3: High-Usage Slashing Creators with Mid-Range Tendencies

Notable Players:

- Bobby Portis
- Dejounte Murray
- Fred VanVleet
- Josh Giddey
- Dyson Daniels
- Russell Westbrook

Players in this cluster tend to take on more on-ball responsibility, averaging a usage rate of 0.21, which is noticeably higher than Cluster 2. Despite the added workload, their True Shooting Percentage (0.53) and Effective Field Goal Percentage (0.50) are both lower, suggesting reduced efficiency, potentially due to shot selection and defensive attention.

These players generate more of their offense through slashing and mid-range play. On average, they attempt 2.76 shots per game in the restricted area and 2.3 from the non-restricted paint area, both higher than Cluster 2. This supports the view that Cluster 3 players are more aggressive in attacking the rim.

Mid-range attempts are also more common here, with 1.2 shots per game significantly higher than Cluster 2's 0.7 but they convert these at a lower rate. The increased volume from inefficient zones contributes to a lower points per shot (1.17) compared to Cluster 2's 1.25.

From deep, Cluster 3 players take more above-the-break threes (3.7 per game) but hit them less often than Cluster 2. Their corner 3-point attempts and percentages are also lower, indicating fewer spot-up opportunities and possibly less off-ball shooting reliability.

Offensively, they are more adept at drawing contact, with a foul drawn rate of 0.22 compared to Cluster 2's 0.17 highlighting their craftiness or physical play on drives. However, the overall offensive rating of 109.4 suggests their higher usage doesn't always translate to efficient team output.

Dejounte Murray leads the group in usage, operating at just over a quarter (0.26), reflecting his central role in the Pelicans' offense. However, this high involvement hasn't translated into efficiency. He ranks last in effective field goal percentage (0.45) and second-last in true shooting percentage (0.48). Despite his offensive workload, his offensive rating sits only mid-pack, and he posts the sixth-lowest points per shot among the cluster. Considering New Orleans underwhelming 2024–25 campaign,

some of their struggles may be attributed to Murray's high-volume but inefficient shot profile.

Although the Bulls fell out of playoff contention in the Play-In, they have plenty to be optimistic about following Giddey's first season in Chicago.

Within this slashing-focused cluster, Giddey stood out as the most efficient scorer, leading the group in both Points Per Shot (1.3) and True Shooting Percentage (0.60) both comfortably above average. He also ranked 6th in Offensive Rating, with only Westbrook posting a higher mark.

Giddey's mid-range game was effective, hitting 33% on 0.8 attempts per game, which placed him above the cluster average. Inside the paint (non-restricted area), he converted an impressive 48% on 3 attempts per game, showcasing strong touch and decision-making off the drive. All the while, he was able to manage his offensive responsibilities on only a 0.21 usage rate, just over a fifth of Chicago's overall offensive output. Additionally, he shot above average in both this cluster and the Low-to-Mid Usage Floor Spacers group on above-the-break threes, averaging 3.5 attempts per game at 36%, ranking fifth overall.

His only slight dip came at the rim, where he shot 58% on 3.6 attempts below the cluster average but still solid given the volume. Overall, Giddey proved to be a highly efficient and well-rounded contributor within this archetype, providing the Bulls a promising offensive foundation moving forward.

Cluster 4: Traditional Big Men

Notable Players:

- Daniel Gafford
- Jarrett Allen
- Ivica Zubac
- Rudy Gobert
- Jalen Duren
- Isiash Hartenstein

This cluster is defined by interior-oriented players who operate almost exclusively within the paint. Nearly all players in this group attempted zero above-the-break 3-pointers, with only three exceptions: Walker Kessler, Hartenstein, and Mark Williams combining for just a handful of attempts. Kessler is the only one to convert, hitting 8% on 0.4 attempts per game.

The average usage rate sits at 17%, suggesting these players are steady, secondary options rather than focal points. As expected, their efficiency metrics are elite for their role: the cluster averages 65% effective field goal percentage, 68% true shooting, and 1.6 points per shot attempt all reflecting high-percentage finishing near the basket.

Midrange jumpers are nearly absent. The average midrange FGA is just 0.2 per game, with players like Duren, Smith, and Kessler not taking a single shot from that zone. Kessler also stands out as the only centre in the group attempting a corner three, 0.1 attempts from the left corner at 57% accuracy, though still in minimal volume.

On the usage spectrum, Mark Williams (Hornets) carries the highest usage rate at 21%. Combined with the high-usage profiles of LaMelo Ball and Brandon Miller, the trio accounts for nearly 80% of Charlotte's offensive possessions. Despite the volume, Williams underperforms slightly in efficiency, below average at 60% TS, which is respectable, but low compared to peers who take similarly high-percentage shots. This may reflect another symptom of the Hornets' broader offensive struggles.

In contrast, Jarrett Allen leads the cluster in nearly every efficiency metric 72.4% TS, 1.73 PPS, and a 121.9 offensive rating while maintaining a low usage rate of 15.6%. His ability to convert efficiently without demanding possessions makes him an ideal complement in the Cavaliers team-oriented system, allowing the offense to flow through more dynamic playmakers.

Daniel Gafford stands out as one of the most efficient scorers in Cluster 4. He leads the group in Points Per Shot (1.73) and ranks second in both True Shooting Percentage (71.6%) and FTA/FGA (0.48), a testament to his ability to finish through

contact and draw fouls effectively. Despite holding a modest usage rate of 18.6%, Gafford converts his opportunities at an elite level.

He largely avoids the midrange, attempting just 0.1 shots per game from that area, although he has converted them at 67%. Instead, he thrives inside the paint. Gafford ranks third in the cluster in In the Paint (Non-RA) FG%, converting 54% on 1.4 attempts per game, and is even more dominant in the restricted area, where he shoots 74% on 5.6 attempts. This shot profile reinforces his role as a high-efficiency interior finisher, relying on pick-and-rolls, cuts, and dump-offs rather than self-created offense.

Cluster 5: Lower-Volume Perimeter Scorers

- Zach LaVine
- Kristaps Porziņģis
- Andrew Wiggins
- Julius Randle
- Tyrese Haliburton
- Austin Reaves

This cluster shares similar numbers with the previously mentioned Cluster 1: *High-Volume 3PT Creators*. Both groups have nearly identical accuracies from the left and right corner three, as well as mid-range and above-the-break 3-point zones. However, this is where the similarities end.

This group attempts fewer shots overall, averaging 14.2 FGA compared to 18.4 in Cluster 1, and slightly fewer threes — 6.2 FG3A vs. 8.2. Their scoring average sits at 18.6 PPG, suggesting these players operate more as efficient secondary scorers or floor spacers, rather than primary initiators.

The mid-season acquisition of Zach LaVine for Sacramento may prove valuable after an offseason to build cohesion. Within this cluster of *Lower-Volume Perimeter Scorers*, LaVine led the group in efficiency at 61%. Averaging a quiet but effective 23.3 PPG on 16.5 FGA and 7.2 3PA, he also posted the highest True Shooting Percentage at 64%, well ahead of the next-best.

He’s generating his points cleanly, with a 25% usage rate that still leaves ample offensive opportunities for teammates like DeRozan and Sabonis. His high efficiency may stem from his 44% shooting on 6 above-the-break threes per game — a rare blend of volume and accuracy.

From the corners, he’s equally reliable: 52% from the left (0.7 attempts) and 41% from the right (0.6 attempts). His mid-range game is limited to 2.9 attempts per game at 40%, possibly due to overlap with midrange-heavy scorers like DeRozan and Sabonis.

Inside, he’s highly effective: 4.6 attempts per game in the restricted area at 69% (fourth-most in the group), and 1.8 attempts in the non-restricted paint at 50%. His shooting gravity from deep may be opening up these drives — baiting defenders into closeouts before attacking the rim.

At the other end of the cluster, Orlando’s Jalen Suggs had a tough season. He played only 35 games, ending early due to a quad injury on March 4. He averaged 16.2 PPG on 13.7 FGA and 6.9 3PA — similar volume to LaVine — but his scoring efficiency ranked among the lowest. He was last in TS% (54%) and Offensive Rating (105.7), second-worst in eFG% (49%), and third-worst in Points Per Shot (1.2).

Despite this, his usage rate was the third-highest in the group at 26%, shouldering a major offensive load.

Interestingly, Orlando's record was notably better with Suggs in the lineup: 20–15 (.571) versus 21–26 (.447) without him. Even with a 30% above-the-break 3P% on nearly 6 attempts per game, his presence had a measurable team impact.

While Jalen Suggs struggled offensively, his value may lie on the defensive end — using his pressure, energy, and perimeter containment to support the Magic's overall structure. This contrast highlights how a player's impact can extend beyond the box score — especially through defence, leadership, or fitting within a cohesive team identity.

Cluster 6: Superstar Juggernaut

Notable Players:

- LeBron James
- Kevin Durant
- Nikola Jokic
- Giannis Antetokounmpo
- Jalen Brunson
- Shai Gilgeous-Alexander

This cluster features the league's elite primary scoring options. Players like LeBron James are the offensive centrepiece of their teams, with an average usage rate of 29 percent. Some players exceed one-third of their team's possessions. As a group, they average 24.0 points per game on 17.9 field goal attempts and 4.7 three-point attempts, with a true shooting percentage of 59 percent, effective field goal percentage of 54 percent, and offensive rating of 115.

Among the heavy hitters, Nikola Jokic and Giannis Antetokounmpo stand out. Jokic leads the cluster with an offensive rating of 125.6, a true shooting percentage of 66 percent, and an effective field goal percentage of 63 percent. Giannis follows with 61 percent eFG and holds the highest usage rate in the group at 35 percent. Jokic's 29 percent usage reflects Denver's balanced roster.

In terms of scoring efficiency, Giannis edges out Jokic with 1.54 points per shot versus 1.52. Giannis also draws the most fouls, with a free throw attempt rate of 0.54.

Jokic leads the cluster in above-the-break three-point shooting, hitting 44 percent on 4.2 attempts. Giannis, in contrast, takes just under one attempt and makes 24 percent. Giannis dominates inside, with 11.2 restricted area attempts at 75 percent, while Jokic is close behind at 6.2 attempts at 72 percent. Kevin Durant is technically the most efficient inside scorer at 79 percent but on far lower volume.

Jokic also excels in the mid-range, shooting 52 percent on just under two attempts, second only to Durant. Despite their contrasting styles, Jokic and Giannis share an elite level of versatility and efficiency that makes them unstoppable in their own ways.

Shai Gilgeous-Alexander has had a phenomenal 2024–25 season, leading the Thunder to a 68–14 record and the top seed in the West. He trails only Jokic in offensive rating (122.4) and ranks third in the cluster with 1.5 points per shot. He is above average in both eFG (57 percent) and TS (63 percent), while handling 34 percent of OKC's possessions.

Despite leading the league in scoring with 32.7 points per game, SGA isn't reliant on the three. He takes 5.5 above-the-break attempts per game (below average) at a solid 38 percent. His corner three attempts are rare and less efficient.

Inside the arc, he excels:

- 4.6 mid-range attempts at 50 percent
- 5.9 non-restricted paint attempts at 51 percent
- 5.6 restricted area attempts at 70 percent.

Combined with his 0.43 FTA/FGA rate, SGA shows a well-rounded game that doesn't depend on high-volume three-point shooting.

Alongside the veterans in this cluster are emerging stars like Cade Cunningham, Franz Wagner, Alperen Sengun, Paolo Banchero, and Jalen Brunson all of whom reached the postseason in 2025.

The Orlando duo of Wagner and Banchero stands out. They averaged 25.9 and 24.2 points per game respectively, with a combined usage rate of 64 percent. Though their offensive rating and shooting efficiencies fall below the cluster average, the volume and responsibility highlight their upside.

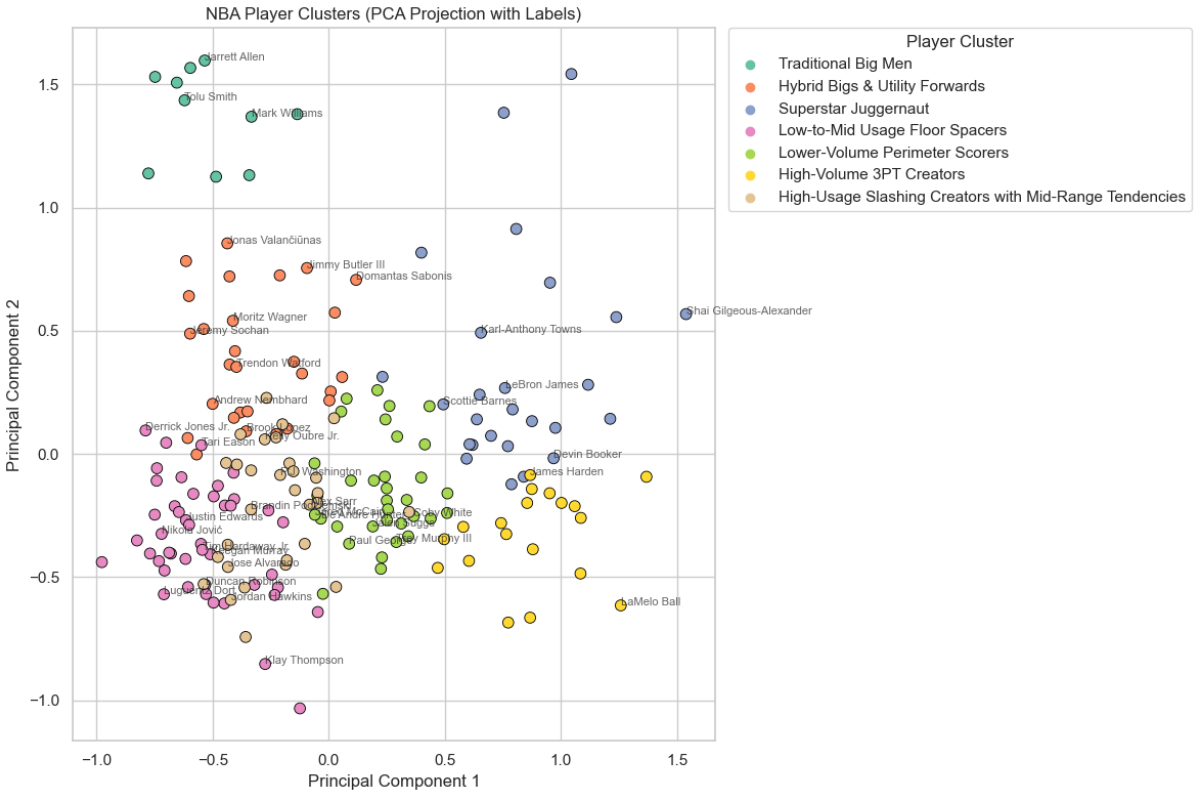
Both struggled from deep. Wagner shot 28 percent on 5.1 above-the-break threes, Banchero 33 percent on 5.2. Wagner avoids the mid-range (1.8 FGA at 41 percent), while Banchero embraces it (4.7 FGA at 42 percent). In the paint (non-RA), Banchero dipped to 41 percent on 4.7 attempts, whereas Wagner flourished at 45.4 percent on 6.2 attempts, just shy of Kawhi Leonard’s mark, despite higher volume. Both were below average in restricted area efficiency. The tools are clearly there. With better shot selection and development, Wagner and Banchero have the potential to evolve into top-tier two-way players.

Reflecting on this project, one area I'd look to expand in the future is the inclusion of additional metrics beyond pure scoring. Statistics like assists, offensive rebounds, and passes leading to shooting fouls would provide a more complete picture of offensive impact and could help refine or even extend the current player archetypes. In later versions, I'd also like to bring in defensive metrics to explore two-way player profiles.

This project gave me the opportunity to apply a range of technical skills, including Python scripting, data preprocessing, NBA API integration, unsupervised machine learning, and exploratory data analysis. It also reinforced my ability to uncover trends in large datasets and communicate insights through a clear, structured narrative.

I hope this analysis revealed some player trends or contributions that often go unnoticed. In NBA discourse, the spotlight often falls on the most explosive scorers, while many quietly productive players fly under the radar. Christian Braun stood out to me as a prime example, highly efficient in a low-usage role and quietly impactful on a contending team.

This project combined my passion for the game with my training in data science, and I'm excited to continue applying my skills to real-world problems: especially those that sit at the intersection of sport, performance, and data.



PTS – Points per game

FGA / FG3A – Field goal attempts / Three-point attempts per game

eFG% (Effective Field Goal Percentage) – Adjusts FG% to account for the extra value of three-pointers

TS% (True Shooting Percentage) – Measures scoring efficiency including field goals, 3PT, and free throws

USG% (Usage Rate) – The percentage of team possessions used by a player while on the court

PPS (Points Per Shot) – Total points scored divided by total field goal attempts

OFF_RATING (Offensive Rating) – Points produced per 100 possessions

Above the Break 3 / Corner 3 – Three-point zones; "Above the break" includes the arc excluding the corners

Restricted Area / Non-RA Paint / Mid-Range – Shot location zones inside the arc, increasing in distance from the basket

All stats sourced using the NBA API (2024–25 regular season data).

https://github.com/swar/nba_api

Where the inspiration came from.

https://www.instagram.com/p/DHoQQ6BM6U0/?img_index=1