iii. We trained our decision tree with the team stats over the season* as our features and whether a team won a game as the output space and restricting our training set to the regular season. Then we measured our success originally based on the percentage of games that the algorithm guessed correctly.
iv. We found that point differential is the most important feature in our decision tree. Our solution performed well in our first analysis of how many games it was able to correctly predict with 78% accuracy.