**FIFA FOOTBALL ANALYSIS.**

FIFA, the Fédération Internationale de Football Association, is the global governing body for soccer (football), established in 1904. Headquartered in Zurich, Switzerland, FIFA is responsible for organising and promoting major international tournaments, including the FIFA World Cup, the sport's most prestigious competition. FIFA oversees the rules of the game, development programs, and global rankings, uniting 211 member associations worldwide. Its mission is to grow and safeguard the sport, ensuring fair play and integrity across all levels of the game.

You are working for a freelancing company , your boss wants to utilise the data of FIFA to drive insights from it. He wants to start with basic analysis and then deep dive into complex analysis.

The dashboard should be based on FIFA or football themes and very eye catchy.  
  
1- Your manager needs some basics information such as :-

* + 1. Total goals achieved.
    2. Total Matches Played.
    3. Total Attendance.
    4. Average Attendance Per Match.

1. Your Manager Needs a visual that shows total matches played and total goals Scored Per year.
2. Your manager wants a plot that tell the number of time each country wins the title , and what is the % share of a particular team in winning final title , if all FIFA titles together make 100%
3. How has the number of teams qualified for FIFA changed over the years? Analyse this trend by creating a visual that shows the count of qualifying teams annually. This visual will help identify any patterns or significant changes in the number of teams participating in the tournament.
4. How has the total attendance of viewers at FIFA events changed over the years? Create a visual that captures this trend, showing the total number of attendees annually. This visual will help the company analyse viewer engagement and identify any significant changes in attendance over time.
5. Which teams have won the FIFA title, and how many times has each team won? Draw a visual that clearly shows the number of titles won by each team, highlighting the most successful teams in FIFA history.
6. What are the total goals scored by a team over the years? Create a clear visual that tracks a team's total goals across different years, which will be used to analyse the team's performance and scoring trends over time.
7. What is the probability of the home team winning the FIFA title? Create a visual that represents this probability, allowing the manager to easily understand the likelihood of a home team victory in the tournament.
8. What is the probability of the home team winning, losing, or having another outcome in a match? Design a visual that illustrates these probabilities, helping to analyse the possible outcomes for home teams in various matches.
9. Let the end user select a number and see the names of the referee, assistant 1, and assistant 2 who participated in that exact number of FIFA matches? Create a visual where users can choose a number, and based on their selection, display the names of the officials involved in that many matches.  
   eg - if user selected number 5 , so you should display the names of referee , assistant1 , assistant 2 that were part of FIFA matches for 5 number of times
10. What are the top 14 stadiums used in FIFA tournaments? Create a visual that highlights these stadiums, showing which ones have been used the most throughout FIFA events. This will help in identifying the most frequently utilised venues.
11. How many times has each country been the first runner-up in FIFA tournaments? Draw a visual to display this information, highlighting the frequency of first runner-up placements for each country.
12. How many times has each country been the second runner-up in FIFA tournaments? Create a visual that shows the number of times each country achieved this position.
13. How many times has each team played in knockout matches (quarter-finals, semi-finals, finals), and which teams did they compete against? Create a visual that details both the frequency of each team's participation in these stages and the opponents they faced.
14. What is the winning probability (in %) for each team in knockout matches (quarter-finals, semi-finals, finals)? Develop a visual that illustrates these probabilities, showing how each team's chances of winning vary in these crucial matches.
15. What is the average number of goals scored by each team before halftime, after halftime, and in both knockout and non-knockout matches? Design a visual that compares these averages, highlighting differences in scoring performance across different match contexts.