**FINAL PROJECT PROPOSAL**

In this problem we are trying to predict the work rate of every individual player of FIFA 18. The dataset contains 185 fields of every player’s information in FIFA 18. The work rate of the players is considered as the target variable and they are classified into categories/classes namely high, medium and low based on their abilities and performances.

The data set contains 185 features such as

Player info such as age, club, league, nationality, salary and physical attributes

All playing attributes, such as finishing and dribbling

Special attributes like skill moves and international reputation

Traits and specialties

Overall, potential, and ratings for each player

These variables are also used as the predictors to predict the work rate of individual players through which the best performing teams can be predicted. Regression, classification and clustering can be implemented to the data set to make the above predictions.

Source:

<https://www.kaggle.com/kevinmh/fifa-18-more-complete-player-dataset>