PUBG Finish Placement Prediction
Executive Summary

November 19, 2018
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Project Goals:

PUBG is a popular video game, and every single match contains maximum 100 players. Every player needs to eliminate other players, who stands last win the game. Also, those players who were not win the end got their responding ranks. With the provided data, we were trying to predict final placement from final in-game stats and initial player ratings. Then, trying to find out the hidden pattern or rules that help you become the last laugh.

Methods Used:
Feature Selection
Principle Component Analysis
Linear Regression
Cross-Validation
Random Forest Regression

Conclusions:
Among all 18 measurement results, the Random Forest Regression on raw data give us the best result. Overall, the Random Forest Regression provided better results than Simple Linear Regression, and Feature Selection were slightly not patch on Raw Data, and PCA not quite good preprocess to conduct to PUBG prediction.

After checking the Regression Coefficients, there were some high coefficients number reveal some useful rules in PUBG, and it might be helpful for a player to get higher winning place:
• You shall assist your teammates to eliminate your enemies;
• You shall boost yourself to get a quicker move;
• You shall deal a lot of damage;
• You shall heal yourself to make sure longer existence;
• You shall be able to kill enemy from far distance;
• You shall walk a lot to manage to survive at last.