**INTRODUCTION**

National Basketball Association project is about designing and implementing a system that will help to obtain usable and useful information from **NBA** datasets. We are to predict the future occurrences of **NBA** basing on the previous information about the players and teams.

**BACKGROUND OF NBA PROBLEMS.**

**NBA** is facing a number of challenges like, buying incompetent players that is to say teams buy players basing on a single ability yet not considering other abilities that could be so vital.

The difficulty to describe and summarize the data.

To identify relationships and differences between variables within **NBA** datasets.

There is a problem of comparing variables with in **NBA** dataset.

**NBA** also faces a problem in determining the most likely team to win the title, top scorer in the league.

Face a problem of determining the amount of money that the fans will pay for a ticket, and also predicting how many fans will afford a ticket.

A problem of having too much expectations from the players based on the information about the player like age.

**THE PROBLEMS THIS PROJECT WILL ADDRESS.**

The project will be able to speculate and give appropriate advice on the most appropriate player stake holders should transfer, basing on the previous season statistics.

The project will be able to identify a player’s best attributes and weaknesses while playing.

We will address a problem of large hard to read data through describing and summarizing the data.

Identifying the relationships between variables with in the datasets.

**THE MAJOR GOAL**

The main goal is to implement a system that describes, accurately predicts the outcomes, and identifies the relationships between data points in **NBA** datasets and to keep track of the players’ biography and their capabilities and strength.

**THE SPECIFIC OBJECTIVES THIS PROJECT WILL ACHIEVE TO ACCOMPLISH**

To analyze the data points within the **NBA** dataset.

To design the system basing on the problems the project will address.

To develop the system for **NBA** from the design that has been formed.

**ANTICIPATED BENEFITS**

Users will be able to make predictions about which teams is more likely to win.

There will be efficiency in selecting the most suitable players for the team basing on their most efficient attributes.

The number of fans that will buy the tickets to watch the matches will increase.

Users will be able to describe and summarize the data.

Users will be able to identify the relationship between the data points.

Users will be able to compare variables with in the dataset.

**METHODOLOGY**

Classification: here we are going to predict and classify each single individual data asset based on the problems to address.

Naïve Bayes and KNN to predict the outcomes.

Correlation and linear regression for identifying the relationship.

**REFERENCES**

The **NBA** official website:https://www.basketball-reference.com

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BSSE

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CONCEPT PAPER

PROJECT NAME: NATIONAL BASKETBALL ASSOCIATION ANALYSIS

SUPERVISOR: Mr. MBABAZI ISAAC

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