

Here is a brief documentation for each column name in the given dataset:

photoUrl: The URL of the player's photo.

LongName: The full name of the player.

playerUrl: The URL of the player's page on sofifa.com.

Nationality: The nationality of the player.

Positions: The positions the player can play.

Name: The short name of the player.

Age: The age of the player.

OVA: The overall rating of the player in FIFA 21.

POT: The potential rating of the player in FIFA 21.

Team & Contract: The team the player is playing for in FIFA 21, along with their contract details.

ID: The unique identifier for the player.

Height: The height of the player in feet and inches.

Weight: The weight of the player in pounds.

foot: The preferred foot of the player.

BOV: The best overall rating the player has achieved in their career.

BP: The best position the player has played in their career.

Growth: The difference between the potential rating and overall rating of the player.

Joined: The date the player joined their current team in FIFA 21.

Loan Date End: The date the player's loan contract ends.

Value: The market value of the player in FIFA 21.

Wage: The weekly wage of the player in FIFA 21.

Release Clause: The release clause value of the player in FIFA 21.

Attacking: The attacking attributes of the player.

Crossing: The crossing attribute of the player.

Finishing: The finishing attribute of the player.

Heading Accuracy: The heading accuracy attribute of the player.

Short Passing: The short passing attribute of the player.

Volleys: The volleys attribute of the player.

Skill: The skill attributes of the player.

Dribbling: The dribbling attribute of the player.

Curve: The curve attribute of the player.

FK Accuracy: The free kick accuracy attribute of the player.

Long Passing: The long passing attribute of the player.

Ball Control: The ball control attribute of the player.

Movement: The movement attributes of the player.

Acceleration: The acceleration attribute of the player.

Sprint Speed: The sprint speed attribute of the player.

Agility: The agility attribute of the player.

Reactions: The reactions attribute of the player.

Balance: The balance attribute of the player.

Power: The power attributes of the player.

Shot Power: The shot power attribute of the player.

Jumping: The jumping attribute of the player.

Stamina: The stamina attribute of the player.

Strength: The strength attribute of the player.

Long Shots: The long shots attribute of the player.

Mentality: The mentality attributes of the player.

Aggression: The aggression attribute of the player.

Interceptions: The interceptions attribute of the player.

Positioning: The positioning attribute of the player.

Vision: The vision attribute of the player.

Penalties: The penalties attribute of the player.

Composure: The composure attribute of the player.

Defending: The defending attributes of the player.

Marking: The marking attribute of the player.

Standing Tackle: The standing tackle attribute of the player.

Sliding Tackle: The sliding tackle attribute of the player.

Goalkeeping: The goalkeeping attributes of the player.

GK Diving: The goalkeeper diving attribute of the player.

GK Handling: The goalkeeper handling attribute of the player.

GK Kicking: The goalkeeper kicking attribute of the player.

GK Positioning: The goalkeeper positioning attribute of the player.

GK Reflexes: This refers to the goalkeeper's ability to react and make saves quickly.

Total Stats: This refers to the overall rating of the player based on their performance in all areas of the game.

Base Stats: This refers to the player's rating in the six main areas of the game: Pace, Shooting, Passing, Dribbling, Defending, and Physicality.

W/F: This refers to the player's weaker foot ability.

SM: This refers to the player's skill moves ability.

A/W: This refers to the player's attacking work rate. It measures how frequently the player participates in attacking actions, such as making runs or positioning themselves in the opponent's half.

D/W: This refers to the player's defensive work rate. It measures how frequently the player participates in defensive actions, such as tracking back or making tackles.

IR: This refers to the player's injury resistance. It measures the player's ability to avoid injuries and how quickly they recover from them.

PAC: This refers to the player's pace or speed attribute. It measures how quickly the player can move with and without the ball.

SHO: This refers to the player's shooting ability. It measures the player's accuracy and power when shooting the ball.

PAS: This refers to the player's passing ability. It measures the player's accuracy and range when passing the ball.

DRI: This refers to the player's dribbling ability. It measures the player's agility, balance, and ball control when dribbling the ball.

DEF: This refers to the player's defensive ability. It measures the player's ability to tackle, intercept, and defend against opposing players.

PHY: This refers to the player's physicality or strength. It measures the player's ability to win physical battles and maintain possession of the ball.

Hits: This refers to the number of times the player's profile has been viewed on the website.