- Title: Chicken for Dinner
- Team members: Jianyi Chen, Jonathan Young, Zijun Xu
- Description: We are going to analyze death statistics from the computer game *Playerunknown's Battleground*. We will attempt to extrapolate a sort of "survival guide" to show where players die the most given a particular amount of time having passed in the game, as well as certain tactics they utilized to not die as much by looking at what those who died did and suggesting the opposite.
- Prior work: Both the data and the game are relatively new, therefore very limited work may have been done. We haven't found any record of it yet.
- Datasets:
    - Aggregate.zip(contain agg_match_stats_x.csv)
    - Deaths.zip(contain kill_mach_stats_x.csv)
    - https://www.kaggle.com/skihikingkevin/pubg-match-deaths/data
    - All team member had download it.
- Proposed work:
    1. Data cleaning: player who disconnected at very beginning of the game need to get dropped. Also, some rows are missing player's coordinates.
    2. Data integration: we have two sets of data in which attributes are different: one contains the data on the deaths (location, weapon, relative positions), the other contains the data for the match itself (number of players, final ranking of player, distance traveled by foot or car, etc.)
- List of tool(s): Python(pandas, csv, etc.), Jupyter Notebook
- Evaluation: For the evaluation of our results, we will create a density graph that shows the relation between time in game and death location. As well as a correlated "guide" on what sort of play strategy should be used, giving information like what weapon one should try and have as well as whether they should have a vehicle or not. This will help players survive longer and increase their chances of winning this game. (Very few actually ever win.)