What was your approach to the problem and why did you choose that methodology?

- Combined all games' data (home and away teams) due to small data size.
- Defined the high-pressure zone as the team in possession's half.
- Considered a player to be doing high pressure if within 3 meters of an opposition player in their half.
- Defined a successful high-pressure situation as ball recovery within 5 seconds, and failure if the ball reached the other side of the field.

What are the pros and cons of this approach?

Pros:

- Fast to implement and is fairly easy to understand.
- It accomplishes the purpose to measure a proxy of what a tactical analyst would describe as high-pressure.

Cons:

- The way high-pressure is measured is too binary and factors like player speed and space covered by players are not considered

Given more time or data, how would you improve your submission?

- Implement a pitch-control model to analyze the effectiveness of high-pressure in reducing space for the team in possession. A model like this could be used to optimize player positioning to effectively cover the space.
- Watch game videos for better understanding and code quality check.
- Conduct further analysis with additional data to identify team and player strengths and weaknesses.
- Refine the definition of high-pressure events and successful outcomes.