**NEED:**

* seasons
* team
* score
* team
* score
* loc
* fgm
* fgm
* fgm3
* fgm3
* or
* dr
* fta/ftm
* ast
* to
* stl
* blk
* pf

**Modificiations:**

* efgpctg = (fgm + 0.5 \* fgm3) / fga
* poss = 0.96 \*( (fga – or – to + (0.475 \* fta))
* oe = (score \* 100) / poss
* de = (points allowed \* 100) / poss
* topctg = to / poss
* orpctg = or / (or + dr of opponent)
* ftr = fta / fga

**Models to Consider:**

* Boosting
  + Gbm
* Bagging
  + Random Forest
* Stacking
  + Multi Layer Processing