Here's a brief description of each column from the Premier League API Bootstrap data:

1. **chance\_of\_playing\_next\_round**: The percentage likelihood of the player participating in the next round (gameweek).
2. **chance\_of\_playing\_this\_round**: The percentage likelihood of the player participating in the current round (gameweek).
3. **code**: A unique identifier for the player within the Fantasy Premier League system.
4. **cost\_change\_event**: The player's price change (in £0.1m) during the current gameweek.
5. **cost\_change\_event\_fall**: The player's price decrease (in £0.1m) during the current gameweek.
6. **cost\_change\_start**: The total price change (in £0.1m) since the start of the season.
7. **cost\_change\_start\_fall**: The total price decrease (in £0.1m) since the start of the season.
8. **dreamteam\_count**: The number of times the player has been included in the weekly "Dream Team" (best 11 players of the week).
9. **element\_type**: The player's position ID (e.g., goalkeeper, defender, midfielder, forward).
10. **ep\_next**: The expected points for the next gameweek.
11. **ep\_this**: The expected points for the current gameweek.
12. **event\_points**: The points the player earned in the current gameweek.
13. **first\_name**: The player's first name.
14. **form**: The player's form, calculated based on performance over the last 30 days.
15. **id**: The player's unique ID.
16. **in\_dreamteam**: Boolean indicating whether the player is in the current gameweek's Dream Team.
17. **news**: Any news related to the player's status, such as injuries or suspensions.
18. **news\_added**: The date when the latest news was added for the player.
19. **now\_cost**: The player's current price in £0.1m.
20. **photo**: A reference to the player's photo.
21. **points\_per\_game**: The average points the player scores per game.
22. **second\_name**: The player's last name or surname.
23. **selected\_by\_percent**: The percentage of Fantasy Premier League teams that have selected this player.
24. **special**: Boolean indicating if the player is a "special" player, usually linked to key events or promotions.
25. **squad\_number**: The player's shirt number.
26. **status**: The player's current status (e.g., available, injured, suspended).
27. **team**: The team ID the player is currently playing for.
28. **team\_code**: A unique code representing the player's team.
29. **total\_points**: The total points the player has scored so far this season.
30. **transfers\_in**: The total number of transfers in for this player during the season.
31. **transfers\_in\_event**: The number of transfers in for this player during the current gameweek.
32. **transfers\_out**: The total number of transfers out for this player during the season.
33. **transfers\_out\_event**: The number of transfers out for this player during the current gameweek.
34. **value\_form**: The player's form value, calculated as form/price.
35. **value\_season**: The player's season value, calculated as total\_points/price.
36. **web\_name**: The player's display name, used on the Fantasy Premier League website.
37. **minutes**: The total minutes the player has played during the season.
38. **goals\_scored**: The total number of goals the player has scored during the season.
39. **assists**: The total number of assists the player has provided during the season.
40. **clean\_sheets**: The number of clean sheets (no goals conceded) the player has been involved in.
41. **goals\_conceded**: The number of goals conceded by the player's team while he was on the pitch.
42. **own\_goals**: The number of own goals the player has scored.
43. **penalties\_saved**: The number of penalties the player (usually a goalkeeper) has saved.
44. **penalties\_missed**: The number of penalties the player has missed.
45. **yellow\_cards**: The number of yellow cards the player has received.
46. **red\_cards**: The number of red cards the player has received.
47. **saves**: The total number of saves made by the player (goalkeeper).
48. **bonus**: The total bonus points the player has received.
49. **bps**: The player's Bonus Points System score, used to calculate bonus points.
50. **influence**: A metric that measures the player's influence on the pitch, contributing to BPS.
51. **creativity**: A metric that measures the player's creativity, contributing to BPS.
52. **threat**: A metric that measures the player's threat, contributing to BPS.
53. **ict\_index**: A composite index combining Influence, Creativity, and Threat, used to assess a player's overall potential.
54. **starts**: The number of games the player has started.
55. **expected\_goals**: The expected goals (xG) metric, predicting the likelihood of scoring based on shot quality.
56. **expected\_assists**: The expected assists (xA) metric, predicting the likelihood of assisting a goal.
57. **expected\_goal\_involvements**: The combined expected goals and assists (xGI) for the player.
58. **expected\_goals\_conceded**: The expected goals conceded (xGC) metric, predicting how many goals the player's team is expected to concede.
59. **influence\_rank**: The player's rank for influence among all players.
60. **influence\_rank\_type**: The player's rank for influence within his position.
61. **creativity\_rank**: The player's rank for creativity among all players.
62. **creativity\_rank\_type**: The player's rank for creativity within his position.
63. **threat\_rank**: The player's rank for threat among all players.
64. **threat\_rank\_type**: The player's rank for threat within his position.
65. **ict\_index\_rank**: The player's rank for the ICT Index among all players.
66. **ict\_index\_rank\_type**: The player's rank for the ICT Index within his position.
67. **corners\_and\_indirect\_freekicks\_order**: The player's order of preference for taking corners and indirect free kicks.
68. **corners\_and\_indirect\_freekicks\_text**: Descriptive text about the player's role in taking corners and indirect free kicks.
69. **direct\_freekicks\_order**: The player's order of preference for taking direct free kicks.
70. **direct\_freekicks\_text**: Descriptive text about the player's role in taking direct free kicks.
71. **penalties\_order**: The player's order of preference for taking penalties.
72. **penalties\_text**: Descriptive text about the player's role in taking penalties.
73. **expected\_goals\_per\_90**: The expected goals per 90 minutes played.
74. **saves\_per\_90**: The number of saves made per 90 minutes played.
75. **expected\_assists\_per\_90**: The expected assists per 90 minutes played.
76. **expected\_goal\_involvements\_per\_90**: The expected goal involvements (goals + assists) per 90 minutes played.
77. **expected\_goals\_conceded\_per\_90**: The expected goals conceded per 90 minutes played.
78. **goals\_conceded\_per\_90**: The actual goals conceded per 90 minutes played.
79. **now\_cost\_rank**: The player's rank based on current cost among all players.
80. **now\_cost\_rank\_type**: The player's rank based on current cost within his position.
81. **form\_rank**: The player's rank based on form among all players.
82. **form\_rank\_type**: The player's rank based on form within his position.
83. **points\_per\_game\_rank**: The player's rank based on points per game among all players.
84. **points\_per\_game\_rank\_type**: The player's rank based on points per game within his position.
85. **selected\_rank**: The player's rank based on the percentage of teams that have selected him.
86. **selected\_rank\_type**: The player's rank based on selection percentage within his position.
87. **starts\_per\_90**: The number of starts per 90 minutes played.
88. **clean\_sheets\_per\_90**: The number of clean sheets per 90 minutes played.