In [ ]:
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#Below is a blueprint for how monte carlo simulations can be used for NBA Daily Fantasy
#A win is defined as greater than 250
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import pandas as pd
import random

def simulate_game(player_stats, num_simulations):
    # Calculate the average fantasy points per game for each player
    avg_fantasy_points = player_stats.groupby('player')['fantasy_points'].mean()

    # Create a list of players in the lineup
    lineup = ['Player A', 'Player B', 'Player C', 'Player D', 'Player E','Player F','Pla

    # Initialize a list to store the simulated results
    results = []

    # Simulate the contest num_simulations times
    for i in range(num_simulations):
        total_fantasy_points = 0
        for player in lineup:
            # Generate a random fantasy point total for the player based on their averag
            fantasy_points = random.normalvariate(avg_fantasy_points[player], 5)
            total_fantasy_points += fantasy_points
        results.append(total_fantasy_points)

    # Calculate the win percentage
    win_count = sum([1 for result in results if result > 250])
    win_percentage = win_count / len(results)

    return win_percentage

# Load player statistics into a Pandas DataFrame
player_stats = pd.read_csv('player_stats.csv')

# Simulate the contest 10,000 times
win_percentage = simulate_game(player_stats, 10000)

# Print the win percentage
print(f'Win percentage: {win_percentage:.1%}')
```