**Coding Task - BetTube**

At BetTube, we want to be able to develop models that can forecast future outcomes of events. In the Google Drive folder you will find a .csv file “RawData.csv” that contains all historical data of AFL players from 2003 to the end of the 2019 AFL season. For each player, it includes the season, their general statistics, the outcome of the game, brownlow votes, etc.

In this coding task, we would like you to use Python to create a machine learning model that will predict the number of brownlow votes a player will receive using the information provided. Please use the years 2003-2015 as your training dataset (this can be further partitioned to include a cross validation set), and the years 2016-2019 as your test dataset. Choice of model, accuracy metric(s), and so on are all up to your own discretion, there are no restrictions!

This challenge is more about your ability to code, apply ML techniques with unfamiliar data, and your problem-solving skills - not necessarily about the accuracy of the model itself. Something even as simple as logistic regression would suffice, but don’t hold back on what you can do!

If you’re unfamiliar with Brownlow votes: Each match, the three best players on the field are awarded votes (vote count of 3, 2, and 1). Brownlow votes are tallied up over the entire season, and the player with the most votes wins the Brownlow medal.

Please do the following:

* Write your Python code in a Jupyter notebook, along with appropriate comments as you see fit.
* Please use a public repository (e.g. Github)
* Once completed please push to a public repository and share the link with us

If you have any questions regarding the task or the data please contact me at c.bray@bettube.com