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Predicting Finish Placement in PlayerUnknown's Battlegrounds Game

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Abstract— Index Terms—

Big Data Analytics Report

I. INTRODUCTION

LAYERUNKNOWN'S Battlegrounds (PUBG) [1] is an online shooter multiplayer game of battle royale genre [2] inspired by the Japanese film "Battle Royale" [3]. The game is playable on Personal Computers (PC), Sony's PlayStation, Micorsoft's Xbox and mobile devices (Android and iOS). It was developed and published in late 2017 by South Korean video game company Bluehole's subsidiary PUBG Corporation. Since it's launch, PUBG has seen exponential growth. It crossed the 1 million players mark within 48 hours of its release on consoles and a total of 30 million copies were sold for both PC and consoles just within a few days of its release. It has gained quite a good traction in Asian countries especially in China and India on to its mobile version with India standing at 116 million downloads which makes 21% of its total worldwide downloads followed by China with 108 million downloads which accounted for 19% while the USA stood at 8% with 42 million downloads [4]. With these many players on its platform, it generated vast amounts of data.

The game's most popular mode, classic mode, allows up to 100 players to parachute on an area of up to 8 x 8 kilometers island on which players will fight with each other in teams of maximum 4 players, the team to survive at the last is winner. The game world depending on the map selected has different terrains with sea, rivers, deserts, forests, snow, roads and bridges. Buildings and towns are spread across the map which has weapons and other essential items for a player to fight and survive in the game.

This technical report is going to

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- [3] K. Fukasaku, "Battle royale," page Version ID: 931632941.[Online]. Available: https://en.wikipedia.org/w/index.php?title=Battle_Royale_(film)&oldid=931632941
- [4] A. McAloon. Now out of early access, battlegrounds crosses 30m players. [Online]. Available: https://bit.ly/2PbIlps

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