**RESULTS AND DISCUSSION**

**RESULT**

By usingPearsons’ R correlation and checking linearity of every independent variable to dependent variable we have lowered the chance of error.

**ACCURACY SCORE**

Linear Regression **–** 93.04%

Decision Tree Regressor **–** 95.35%

**DISCUSSION**

FIFA is all about connecting people who love to watch and play football. Rating every player is a crucial task as we always can miss some crucial points. But, in this project we have tried to predict the overall rating of each and every player on the basis of their potential in near future, value, age, reactions to specific situations, rating as corresponding position player, skill moves. All the mentioned and many more detailed attributes are there for every player registered in the latest edition of FIFA 19 database.

**CONCLUSION**

The main purpose of this report is to highlight the overall performance of each and every player. Overall is the the reflection of the players’ rating during the FIFA 2019. This project involves two supervised learning algorithms i.e. Linear Regression and Decision Tree Regression. Both of them have different accuracy score. I got more accuracy score in Decision Tree Regression but it was not exceeding that of Linear Regression by much difference. And other deciding factor is time and I found that Decision Tree was taking more time than Linear Regression but it was affordable w.r.t the increase in accuracy score.

I concluded that my prediction was more accurate during Decision Tree Regression.

**REFRENCES**

https://www.python.org/

https://anaconda.org/anaconda/python

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