

variable discription

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Description of all the variables in the tidy dataset

Variables evaluating soccer players' general abilities:

- **age:** (int)age of players
- **nationality:** (fct)nationality of players
- **potential:** (int)score of players' potential
- **club:** (fct)club of players
- **special:** (int)aggregated score of players' several special abilities(important abilities for all soccer players)
- **acceleration:** (int)score of players' acceleration ability(an important ability for all soccer players)
- **aggression:** (int)score evaluating players' level of aggression(important for all soccer players)
- **agility:** (int)score of players' agility(an important ability for all soccer players)
- **balance:** (int)score of players' balancing ability(an important ability for all soccer players)
- **ball control:** (int)score of players' ball control ability(an important ability for all soccer players)
- **composure:** (int)score of players' self-possession ability(an important ability for all soccer players)
- **curve:** (int)score of players' curve skill(an important skill for all soccer players)
- **dribble:** (int)score of players' dribbling skill(an important skill for all soccer players)
- **free_kick_accuracy:** (int)score of players' free-kicking skill(an important skill for all soccer players)
- **interceptions:** (int)score of players' interceptions(an important ability for all soccer players)
- **jumping:** (int)score of players' jumping ability(an important ability for all soccer players)
- **long_passing:** (int)score of players' long passing ability(an important ability for all soccer players)
- **penalty:** (int)score of players' penalty skill(an important skill for all soccer players)
- **positioning:** (int)score of players' positioning skill(an important skill for soccer players except goal keepers)
- **reactions:** (int)score of players' reaction speed(important for soccer players except goal keepers)
- **short_passing:** (int)score of players' short passing skill(an attacking skill, important for soccer players except goal keepers)
- **shot_power:** (int)score of players' shot power(important for soccer players except goal keepers)
- **sprint_speed:** (int)score of players' shot power(important for all soccer players)
- **stamina:** (int)score of players' stamina(important for all soccer players)

- **strength:** (int)score of players' strength(important for all soccer players)
- **vision:** (int)score of players' vision(important for all soccer players)
- **sliding_tackle:**(int)score of players' sliding tackle skill(an defending skill, but important for all soccer players)
- **standing_tackle:**(int)score of players' standing tackle skill(an defending skill, but important for all soccer players)

Variables specifically on goal-keeping skills:

- **gk_diving:** (int)score of goal keepers' diving skill(an important skill for goal keepers)
- **gk_handling:** (int)score of goal keepers' handling skill(an important skill for goal keepers)
- **gk_kicking:** (int)score of goal keepers' kicking skill(an important skill for goal keepers)
- **gk_positioning:** (int)score of goal keepers' positioning skill(an important skill for goal keepers)
- **gk_reflexes:** (int)score of goal keepers' reflex speed(important for goal keepers)

Variables on attacking skills:

- **crossing:** (int)score of players' crossing skill(an attacking skill, important for soccer players except goal keepers, especially important for forward players)
- **finishing:** (int)score of players' finishing skill(an attacking skill, important for soccer players except goal keepers, especially important for forward players)
- **long_shots:** (int)score of players' long shot skill(an attacking skill, important for soccer players except goal keepers, especially important for forward players)
- **heading:** (int)score of players' heading skill(an attacking skill, important for soccer players except goal keepers)
- **volleys:** (int)score of players' volleying skill(an attacking skill, important for soccer players except goal keepers)

Variables on defending skills:

- **marking:** (int)score of players' marking skill(an defending skill, important for soccer players except goal keepers)

Outcome:

- **value:** (num)market value of players