our topic is about a game. The title is the important factors that determine the final result of Player Unknown's Battlegrounds. first, I will talk about some rules of pubg. It can let you clearer about our idea.

In the game, up to one hundred players jump onto an island and search weapons to kill others. The available safe area of the game's map reduces in size over time, focusing surviving players into tighter areas to force encounter. Finally, the last player or team will be winner. Players can choose to enter the match solo or with four people team. game will give players a level, but this is not a true level. Because of luck affect this game. What is the luck mean? It means some players can find weapon fast, but some people are not. The reason is Weapon appear at random.

So, We want to know the true level of the player, we made a classifier. By the way, PUBG is very popular, so we hope that our conclusions can help players find the shortage and improve their levels. It is what we want.

For our dataset, it has more than 4 million obs and 29 features. We defined the Win Percentage as dependent variable and all other as independent variables. Now I need to explain some features it can make you more understand our analysis.

boost heals - Number of boost or healing items used.

Damage Dealt - Total damage dealt.

Kill Place - Ranking in match of number of enemy players killed.

kills - Number of enemy players killed.

Walk Distance - Total distance traveled on foot measured in meters.

Weapons Acquired - Number of weapons picked up.

We have three objectives

1. Find the key factor for winning in game

2. Identify the true level of a player

3. Create Linear regression to show final win percentage

We use Statistical technique to analysis the dataset. We use the histogram and scatter to deal with the data. it can show some relationship about the dataset. And use Linear regression. It can tell us a function about the final win percentage. Finally, we set up 4 classes to classify. And make predictive modeling based on the player's damage, running distance, and before we talk about 6 important features.

Last one is linear regression. we get a function to show the win percentage base on three features boost, Kill Place, Walk Distance