Project Machine Learning Planning

- ML model planning in English statements (except music instrument team)
  - Business problem definition
    - We want to solve the issue of deciding what new sports the users would be interested in trying out.
  - Features (inputs) and prediction for your model
    - Based on what sport(s) the user has played as well as the data we have gathered through surveys, our decision tree model will be used to suggest a new sport that may have similar skills or rules to the sport(s) they've played in the past.
  - Input data source(s) and project plan for training data
    - 80% of the data we collect with be used to train the model
    - 20% of the data will be used to test the model
  - Model(s) English descriptions
    - **Decision Tree ML Model**: A question is asked, called the *root* and the answers will result in either 'yes' or 'no', creating two *leaves*. The line connecting the root to the leaf is called a *branch.* This algorithm will predict the probability a user will be interested in trying out a particular sport.
  - Tentative deployment plan (deployment architecture description)
    - First gather data. Then, implement data into the decision tree. Test 20% and train 80% of the data sets. Once we have a solid foundation, we will deploy it to our web app while connecting other components, like our database, to it.