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| CS:GO Round Winner Classification |
| Global Master in Big Data & Business Analytics  Machine Learning I I  Professor: **JESUS SALVADOR RENERO QUINTERO** |
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# Introduction

Team F is assigned with binary-class classification task using a dataset taken from Kaggle. The dataset was originally published by Skybox as part of their CS:GO AI Challenge, running from Spring to Fall 2020. The dataset consists of ~700 demos from high level tournament play in 2019 and 2020. Warmup rounds and restarts have been filtered, and for the remaining live rounds a round snapshot have been recorded every 20 seconds until the round is decided. Following the initial publication, It has been pre-processed and flattened to improve readability and make it easier for algorithms to process. The total number of snapshots is 122411.

# Exploratory Data Analysis

# Pre-processing

# Feature engineering

# Modelling

# Evaluation Metrics

# Conclusions & Findings