

## df\_individual\_final

- Columns
  - Date - date the match took place
    - datetime64[ns]
  - Player\_name - name of the player
    - object
  - Team - name of the team that the player is on
    - object
  - Opponent - name of the team that the player is facing
    - object
  - Country - name of the country that the player is from
    - object
  - Player\_id - id for the player
    - int64
  - Match\_id - id for the match
    - int64
  - Event\_id - id for the event
    - int64
  - Event\_name - name of the event the match is being played at
    - object
  - Map - map that was chosen through the veto process
    - object
  - Kills - total kills in the match
    - int64
  - Assists - total assists in the match
    - int64
  - Deaths - total deaths in the match
    - int64
  - Hs - total headshots in the match
    - int64
  - Flash\_assists - total flash assists in the match
    - int64
  - Kast - percentage of rounds in the match where the player killed, assisted, survived, or was traded out
    - float64
  - Kddiff - total kills minus total deaths in the match
    - int64
  - ADR - average damage per round in the match
    - float64
  - Fkdiff - first kills minus first deaths in the match

- int64
- Rating - match rating (**not sure how this is calculated**)
  - float64
- Kills\_ct - total kills in the match on CT
  - int64
- Deaths\_ct - total deaths in the match on CT
  - int64
- Kddiff\_ct - total kills minus total deaths in the match on CT
  - int64
- Adr\_ct - average damage per round in the match on CT
  - float64
- Kast\_ct - percentage of rounds in the match where the player killed, assisted, survived, or was traded out on CT
  - float64
- Rating\_ct - match rating on CT (**not sure how this is calculated**)
  - float64
- Kills\_t - total kills in the match on T
  - int64
- Deaths\_t - total deaths in the match on T
  - int64
- Kddiff\_t - total kills minus total deaths in the match on T
  - int64
- Adr\_t - average damage per round in the match on T
  - float64
- Kast\_t - percentage of rounds in the match where the player killed, assisted, survived, or was traded out on T
  - float64
- Rating\_t - match rating on T (**not sure how this is calculated**)
  - float64
- Match\_outcome - result of the match
  - object

## df\_team\_final\_ri

- Columns
  - Match\_id - id for the match
    - Int64
  - Team - name of the team
    - object
  - Date - date the match took place
    - datetime64[ns]
  - Opponent - name of the opposing team
    - object
  - Event\_name - name of the event the match is being played at
    - object
  - Map - map that was chosen through the veto process
    - object
  - Kills - average total kills in the match
    - float64
  - Assists - average total assists in the match
    - float64
  - Deaths - average total deaths in the match
    - float64
  - Hs - average total headshots in the match
    - float64
  - Flash\_assists - average total flash assists in the match
    - float64
  - Kast - average percentage of rounds in the match where the player killed, assisted, survived, or was traded out
    - float64
  - Kddiff - average total kills minus total deaths in the match
    - float64
  - ADR - team average damage per round in the match
    - float64
  - Fkdiff - average first kills minus first deaths in the match
    - float64
  - Rating - average match rating (**not sure how this is calculated**)
    - float64
  - Kills\_ct - average total kills in the match on CT
    - float64
  - Deaths\_ct - average total deaths in the match on CT
    - float64
  - Kddiff\_ct - average total kills minus total deaths in the match on CT

- float64
- Adr\_ct - team average damage per round in the match on CT
  - float64
- Kast\_ct - average percentage of rounds in the match where the player killed, assisted, survived, or was traded out on CT
  - float64
- Rating\_ct - average match rating on CT (**not sure how this is calculated**)
  - float64
- Kills\_t - average total kills in the match on T
  - float64
- Deaths\_t - average total deaths in the match on T
  - float64
- Kddiff\_t - average total kills minus total deaths in the match on T
  - float64
- Adr\_t - team average damage per round in the match on T
  - float64
- Kast\_t - average percentage of rounds in the match where the player killed, assisted, survived, or was traded out on T
  - float64
- Rating\_t - average match rating on T (**not sure how this is calculated**)
  - float64
- Match\_outcome - result of the match
  - object