

## Background

Football is one of the biggest sports on the planet. Biggest football matches are seen by hundreds of millions of people. Because of that there is also a lot of interest in predicting the results of games.

## Data

For our data we used dataset from Kaggle by Margus Jürisoo. Dataset contained:  
date, hometeam, awayteam, homescore, awayscore, tournament, city, country,

## Aim

Our main and primary goal is to focus on predicting international football match outcomes with different Elo systems. Our secondary goal is to analyze whether and how home turf plays a role in the outcome of matches.

## Conclusion

The project wasn't really a success: Although we managed to create our own ELO systems. Teamwork wasn't like it is supposed to be in football.