

18 August 2025:

I explored the StatsBomb Open Data from various sources available on GitHub.

I went through the datasets related to player performance, match events, and competitions.

I checked how the data is structured (JSON format) and understood the type of information available.

This exploration gave me a clear idea of how to use StatsBomb data for building player performance features in the project.

This gave me clarity on how to extract and build useful player performance features for the project.

19 AUGUST:

Collected player performance data for analysis.

Used GitHub as the main source to access and manage the datasets

Checked and verified the structure of the data to make sure it's ready for processing

20 August:

Collected player performance data from the StatsBomb Open Data repository.

Used GitHub to access and organize the dataset.

Reviewed the structure of the data to make sure it's ready for analysis

21 August:

Spent time working with Python and relevant libraries to scrape data

Spent time working with Python and relevant libraries to scrape data for the project

22 August:

Exploring Twitter api and scraping the data for the project