**UFC Fighting Analysis**

**Overview of Project**

Mixed martial arts (MMA) is a full-contact combat sport based on striking, grappling and ground fighting, incorporating techniques from various combat sports and martial arts from around the world. Ultimate Fighting Championship (UFC) is a Las Vegas based promotion company that has revolutionized the fighting business since 1993. UFC features some of the highest-level fighters in the sport on its roster and produces events worldwide that showcase twelve weight divisions (eight men's divisions and four women's divisions). As of 2020, the UFC has held over 500 events and grown into a globally popular multi-billion-dollar enterprise.

Our group members are UFC and MMA fans and would like to use the skills we learned in the course to examine fighting techniques to determine which have the most effect the win in a match.

*Purpose of Analysis*

Using a Kaggle dataset containing various attributes of UFC fighter stats, fighting techniques and body metrics, we will predict the winning fighter with machine learning. In Week 1 of our project, we will use Python and Scikit-Learn (a Python Machine Learning Library) to build and evaluate several algorithms to predict winning fighters.

A Git Hub repository was created for the analysis so everyone in the group can contribute and review information. The group will meet twice a week on Zoom to work on the project and use our team Slack channel to communicate during the week. Our final results will be presented to the class using Google Slides.

Questions we hope to answer

**Results**

While our CSV file is small (237 columns and 4,495 it is complete as it contains roughly every match under the UFC umbrella. TBD

* + A
  + B
  + C

*Note: Please refer to the image below.*

Image

**Summary**

TBD