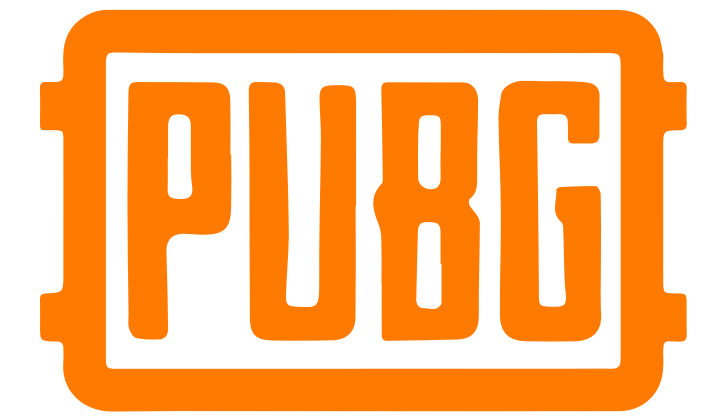# Finish Placement Prediction

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Problems & Objectives

Playerunknown's battlegrounds (PUBG) is an online multiplayer competitive game released in 2017 and achieve a huge success since then. Given its feature of competitive, attracting and thrilling, players/customers need various strategies that could lead them to achieve a good ranking in the game. Finding out a good way to lead a team increase their rank score will add value to a team and eventually help vedio companies and professional players make profits in thos digital gaming area.

On behalf various features from game histories, we are aiming generate several strategies for customers/players to help them improve their ranking in the game. We will first build a model to do a prediction on the placement. And then compare the weight of each factor involved.

Data Description

The dataset are separated into train-set and test-set with a ratio 2:1.
Training Dataset: 4.45 million observations with 29 attributes.

Data Exploration

Model Description

Model Comparison Metrics

Results -- Prediction Performance

Results - Inference

Conclusion

Acknowledgements