**Shot selection**

Predict the quality of a shot in terms of a percentage based on several factors such as the player name, distance from defender, number of dribbles, time on shot clock, etc. The idea is to be able to classify shots as good or bad, and find differences and inferences based on different shot types. For example, a good shot for Stephen curry might be a bad shot for another player. Also, we will be able to answer questions like: what is the optimal distance from a defender that players should have on a catch-and-shoot? How much separation does a player playing isolation need to get for the shot to qualify as a good shot?