**Data dictionary:**

* **Game\_id**- Unique ID for specific game
* **Player\_id**- Unique ID for player
* **Player**- Player name
* **Team**- Team name(abbreviated)
* **Pass\_cmp**- Number of passes completed
* **Pass\_att**- Number of passes attempted
* **Pass\_yds**- Yards gained from passes
* **Pass\_td**- Number of passing touchdowns
* **Pass\_int**- Number of passes intercepted
* **Pass\_sacked**- Number of times the passer was sacked
* **Pass\_sacked\_yds**- Number of yards lost due to sacks
* **Pass\_long**- Longest single pass yardage
* **Pass\_rating**- Overall rating of passers performance in the game
* **Rush\_att**- Rushing attempts
* **Rush\_yds**- Number of yards gained from rushing
* **Rush\_td**- Number of touchdowns from rushing
* **Rush\_long**- Longest single rush yardage
* **Targets**- Number of times ball was thrown to player
* **Rec**- Number of times player caught the ball
* **Rec\_yds**- Number of yards gained from receptions
* **Rec\_td**- Number of touchdowns from receptions
* **Rec\_long**- Longest single reception yardage
* **Fumbles\_lost**- Number of fumbles lost
* **Rush\_scrambles**- Passer abandons passing play to rush the ball
* **Designed\_rush\_att**- Passer rushes the ball on purpose
* **Comb\_pass\_rush\_play**- Combined total number of passes and rushes
* **Comb\_pass\_play**- Number of pass plays
* **Comb\_rush\_play** Number of rush plays
* **Team\_abbrev**- Team name abbreviation
* **Opponent\_abbrev**- Opposing team name abbreviation
* **Two\_point\_conv**- Two-point conversion attempts
* **Total\_ret\_td**- Number of touchdowns from kickoff return
* **Offensive\_fumble\_recovery\_td**- Number of touchdowns from offense recovering its own fumble
* **Pass\_target\_yds**- Number of yards from passes thrown by passer
* **Pass\_poor\_throws**- Number of throws deemed poorly thrown
* **Pass\_blitzed**- Number of times the passer is blitzed
* **Pass\_hurried**- Number of times the passer is hurried to make a play
* **Rush\_yds\_before\_contact**- Number of yards rushed before contacting a defensive player
* **Rush\_yac**- Number of yards rushed after contact with a defensive player
* **Rush\_broken\_tackles**- Tackles broken/ignored by rusher
* **Rec\_air\_yds**- Number of yards ball travels before reception
* **Rec\_yac**- Number of yards gained after a reception
* **Rec\_drops**- Number of receptions dropped
* **Vis\_team**- Visiting team name abbreviation
* **Home\_team**- Home team name abbreviation
* **Vis\_score**- Visiting team score
* **Home\_score**- Home team score
* **OT**- Boolean, did overtime occur
* **Roof**- Type of roof on stadium
* **Surface**- Type of ground in stadium
* **Temperature**- Temperature on the day of the game at the stadium
* **Humidity**- Humidity level on the day of the game at the stadium
* **Wind\_speed**- Wind speed on the day of the game at the stadium
* **Game\_date**- Date of the game

**Unclear terminology:**

* **Passer**- This most often refers to the quarterback position, a team has one person in this position but sometimes they will have to swap them out for various reasons allowing for multiple players to accrue stats pertaining to this position, on rare occasions other player positions may acquire statistics pertaining to these stats but they are rare and statistically insignificant.
* **Rush**- This terminology simply refers to the act of running with the ball, with the stipulation that the ball is not thrown during the play.
* **Reception**- This terminology refers to a thrown ball being caught by a player on the same team as the person who has thrown the ball.
* **Broken tackle**- This refers to when a player is tackled by an opposing player but manages not to stop progressing forward. Often this will seem like the person breaking the tackle brushes the tackler away.
* **Blitzed**- This refers to a play where the defense sends five or more defenders directly into the offensive backfield to attack the ball carrier and disrupt the offense
* **Conversion**- Synonymous with achieved or passed the threshold of.
* **Fumble**- When a ball is dropped but the play is still active, the ball can be recovered by either team, thereby gaining possession of it.
* **Interception**- If a pass is caught by an opposing team player, the opposing team now has possession of the ball.