Reference:
Dataset Title**:** UEFA Euro Cup 2020 Dataset
Source: https://www.kaggle.com/mcarujo/eurocup-2020
GitHub: https://github.com/nidhin-da/euro2020-repository

Introduction
The Euro 2020 is a European International Men's football competition held by UEFA European Football association once every 4 years and played among 24 qualifying European teams. The competition begins with the Group Stage followed by knockout phase as the Round of 16, Quarters, Semis and the Grand Finale. The given dataset elaborates on the performance of each team throughout the competition.

Quality of Dataset
On the basis of the statistical analysis ran on the dataset, all columns look to be complete and without NA values. Datatypes had to be changed and adjusted to perform on certain columns and thereby ready for data exploration.

Euro2020: Tournament Highlights
Some insightful stats extracted from the .csv file, in general the start-end dates, tournament duration, number games played under each phase and finally the number of goals scored in the tournament, average number of goals a game and the rate at which goals were being scored.

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Tournament Start Date: 2021-06-11
Tournament End Date  : 2021-07-11
Tournament Duration  : 30 days

Participating Teams:
        Italy          Germany
        England        Slovakia
        Ukraine        Finland
Czech Republic         Russia
        Belgium   North Macedonia
Switzerland            Spain
        Sweden         Hungary
        France         Denmark
        Croatia        Turkey
Netherlands            Poland
        Wales          Scotland
Portugal               Austria


Tournament structure and games played:
Group stage: Matchday 3      12
Group stage: Matchday 2      12
Group stage: Matchday 1      12
Round of 16                   8
Quarter-finals                4
Semi-finals                   2
Final                         1

A total of 51 matches were played in Euro2020


Total goals scored in the tournament: 142
Average goal per game: 2.78
Minutes per goal: 32'
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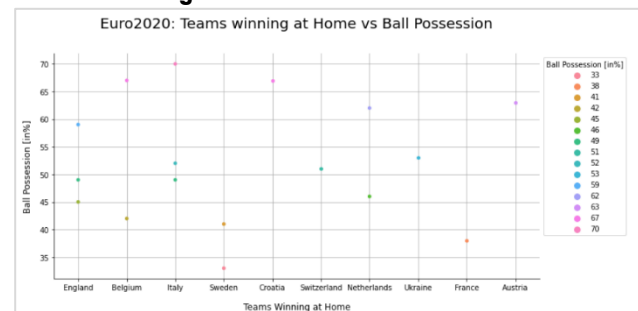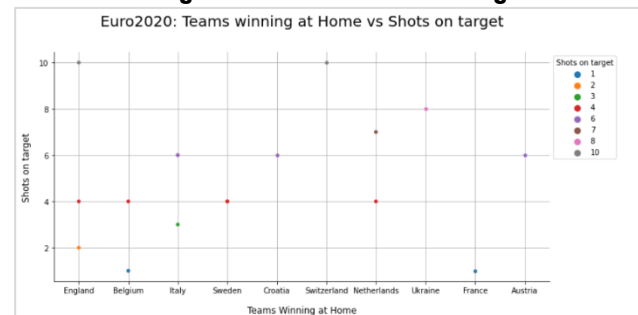
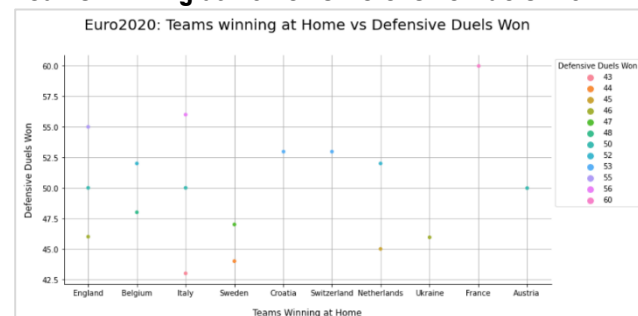**Key stats of teams winning when playing at home**
Football is a tactical game, nevertheless it's the effectiveness and accomplishments of the tasks on the field that leads to a favourable result at the end. Here we are looking at the top teams with an advantage playing at home and their vital game deciding stats.

Teams winning at Home vs Ball Possession

It comes as no surprise as top performing teams indeed had a high ball possession percentage to dictate the pace of the game and thereby attaining the desirable result.

Teams winning at Home vs Shots on Target

More shots on target invariably leads to scoring goals and gives the advantage to the scoring side and alternately puts the opposition under pressure.

Teams winning at Home vs Defensive Duels Won

Football is a balance of attack and defence. Winning defensive duels and breaking the opposing teams attacking run of play is another vital constituent.

Conclusion
This is a basic data analysis and visualization attempt at the Euro2020 competition with important features extracted and visualized.