

Hi Hi

Welcome to PUBG Mobile:

In this data we have 1048575 row to discover together, I Played PUBG Mobile since 2019 and ready to explore this data:

First: quick definition about our columns...

- Fpp: first player vision, Tpp: Third player vision
- DBNOs - Number of enemy players knocked.
- assists - Number of enemy players this player damaged that were killed by teammates.
- boosts - Number of boost items used.
- damageDealt - Total damage dealt. Note: Self-inflicted damage is subtracted.
- headshotKills - Number of enemy players killed with headshots.
- heals - Number of healing items used.
- Id - Player's Id
- killPlace - Ranking in match of number of enemy players killed.
- killPoints - Kills-based external ranking of player. (Think of this as an Elo ranking where only kills matter.) If there is a value other than -1 in rankPoints, then any 0 in killPoints should be treated as a "None".
- killStreaks - Max number of enemy players killed in a short amount of time.
- kills - Number of enemy players killed.
- longestKill - Longest distance between player and player killed at time of death. This may be misleading, as downing a player and driving away may lead to a large longestKill stat.
- matchDuration - Duration of match in seconds.
- matchId - ID to identify match. There are no matches that are in both the training and testing set.
- matchType - String identifying the game mode that the data comes from. The standard modes are "solo", "duo", "squad", "solo-fpp", "duo-fpp", and "squad-fpp"; other modes are from events or custom matches.
- rankPoints - Elo-like ranking of player. This ranking is inconsistent and is being deprecated in the API's next version, so use with caution. Value of -1 takes place of "None".
- revives - Number of times this player revived teammates.
- rideDistance - Total distance traveled in vehicles measured in meters.

- roadKills - Number of kills while in a vehicle.
- swimDistance - Total distance traveled by swimming measured in meters.
- teamKills - Number of times this player killed a teammate.
- vehicleDestroys - Number of vehicles destroyed.
- walkDistance - Total distance traveled on foot measured in meters.
- weaponsAcquired - Number of weapons picked up.
- winPoints - Win-based external ranking of player. (Think of this as an Elo ranking where only winning matters.) If there is a value other than -1 in rankPoints, then any 0 in winPoints should be treated as a "None".
- groupId - ID to identify a group within a match. If the same group of players plays in different matches, they will have a different groupId each time.
- numGroups - Number of groups we have data for in the match.
- maxPlace - Worst placement we have data for in the match. This may not match with numGroups, as sometimes the data skips over placements.
- winPlacePerc - The target of prediction. This is a percentile winning placement, where 1 corresponds to 1st place, and 0 corresponds to last place in the match. It is calculated off of maxPlace, not numGroups, so it is possible to have missing chunks in a match.

From my data exploration with SQL to this data I have some conclusions and I will provide them as a Story so have your coffee and read with me:

- 1) We have big data with more than 1M rows, PUBG have 16 kind of matches: squad, Flare tpp, normal-duo, crash tpp, crash fpp, solo fpp, duo fop, squad fpp, normal-solo, normal-squad, normal solo fpp , flare fpp, normal squad fpp, solo, duo, and normal duo fpp
- 2) kills per match are differ from player to another as he is a profession, normal player, Noop or a hacker
- 3) the highest kills ever were 65 kills per match and the lowest one was 1 kill
- 4) for battle winners, they tend to have kills more than 4 kills per match as this helps them to have a good game rank and kill rank
- 5) players in solo normal fpp and solo normal tpp have the highest kills for more than 14 kills per match
- 6) battle winners tend to have high damage for between 415 and more
- 7) for normal players, they tend to have damage 122 in average (maybe they played safe game or they are noops)

8) battle winners for squad and duo tend to have a profession teammate to help them to win and assets them in the match, this appears as more than of 183277 PUBG players' winners tend to assets their teammates to win the game with a percent of more than 67% to win the game

9) if you knocked more than 2 enemies, maybe you can win the game

10) if you win the game, you will win point between 630 to 2000 points to increase your rank

So, try hard to have chicken dinner

11) hold 3 heals or more and 4 boosts or more in your back bag as that will help you to defied enemies to win the game

12) winners tend to walk for more than 2966 meters, maybe swim for 10 meters or more, to go inside safe zone and collect best weapons and also maybe travel with cars and motorcycle for more than 1475 meters to run out from enemies, go inside safe zone and win the match

13) most PUBG players like to play squad, duo, and solo for fpp and tpp more than other match types

14) if you want to win and have a chicken dinner, maybe it's good for you to play in squad or duo to find someone to fight with you against enemies as more than 20000 players won in squad and more than 6000 players won in duo matches, probability for winning increase for more than 70% win you play with profession players in your team

15) match duration comes between 28 and 30 minutes (between 1580 seconds to 1780 seconds) for each match

16) match duration maybe increases for more than 29 minutes if you play flare fpp or flare tpp match

17) the longest kill ever in PUBG Mobile was from 1094 meters and this seems incredible for normal player to do (Maybe He was a Hacker; we will discover that together)

This man's statistics for the match seems not normal as he was playing squad match and knocked 11 players, helped his teammates to knocked 4 players and in the end he kills 10 players but he didn't win the match as he come in 12 place with his team, maybe PUBG Supports banned him while playing the match as they thought he was a hacker (Maybe I am Wrong that's was just assumptions based on reading and exploring our data statistics)

16) the highest PUBG kills ever was 65 kills per match (he was totally hacker man! ha-ha)

From his statistics we find that he was playing solo match with kills 65 players with 20 assets with 13 headshots!!!!!!!!!!!!, this player change weapons for 60 times(that's mean he was a Noop hacker ha-ha)

Thanks for reading

Best regards;

Mahmoud Anwer
