

ASSIGNMENT

Predicting a Player's position based on the attributes

Using the data, create a model that accurately predicts/assigns a players position based on the individual attributes.

The following steps should be clearly elucidated:

1. Data Cleaning
2. Features considered for EDA and further steps.
3. Exploratory Data Analysis Undertaken
4. Inference from EDA
5. Choice of Best Algorithm and Why
6. Training Accuracy
7. Predictions with test data

Dataset : <https://www.kaggle.com/karangadiya/fifa19>

Duration : $\frac{1}{2}$ day (4 Hours)

Difficulty Level: Easy (Ability to think)

Format of Output required for Data Science :

Assessment 1

1. Complete Code (Python Notebook) (This should contain 2,4,5 and 7 automatically)
2. List of Features considered Relevant for Model and the Train Test Split.
3. Excel Sheet of Cleaned Preprocessed Data(The whole dataframe need not be sent)
4. Relevant Exploratory Data Analysis conducted to be recorded in the notebook
5. Training accuracy, Testing accuracy and Confusion Matrix in the script
6. Excel Sheet of the Test set With Player Details, Predicted Position and Actual Position
7. Function that asks the user for their values and returns the output for the Values that can be entered by user.(For us to test with our values)

Thus 3 files to be mailed :

1 notebook file and

2 excel sheets, with the notebook containing 2,4,5,7