1. Background information:

In game 6 Final versus the Raptors, June 13 2019, Klay Thompson, one of the best player in NBA had a terrible ACL injury and had to spend 2 years off-court to recover. Until Jan 9 2022, he returned with cheers from all NBA fans. However, the biggest concern is the impact of his passed injury as players had their career ruined by ACL. This topic attracts attention from NBA professionals, reporters, analyst, … Therefore, in this project, we want to dig in his stats to answer the question whether he can be the great player he once was.

1. Purpose:

This regular season, Klay has played 32 games so we want to use those data to compare with his statistic during his peak performance and predict whether he can have his efficiency back and if he can, how long will it take him.

1. Data:

1, 2 csv file:

* 32 games in 2021-2022 regular season
* Peak season statistic (15-16, 16-17, 17-18, 18-19)

2, Source: <https://www.proballers.com/basketball/player/55315/klay-thompson>.

3, Main statistic:

Normally, “Point”, “Rebound”, “Assist” are highly considered in basketball. However, the purpose of the project is to evaluate Klay performance based on his effectiveness, so we will focus on the Min, FG, EFF. For us, a great player is the who can maintain high field goal percentage and high efficiency over a long period of time in each game.

* Min: minutes played per game
* FG (Field Goal): Field goal made divided by field goal attempt.
* EFF (Player efficiency): a total performance statistic that attempts to measure a player's performance above the number of points produced.

**(PTS + REB + AST + STL + BLK − Missed FG − Missed FT - TO) / GP**

3, Extracting data:

* As the csv file is not available in the web, therefore, we had to copy them into an excel file and cleaned the data.