Objective:
The entire idea of the visualization is to analyze a portion of the positives that lead a player to dominate and win the game. It has been seen that the player who had higher Net, firstPointWon, Return, Ace, Winner undoubtedly dominated the game. Thus, the runner-up can break down these characteristics and improve on them he may have the option to perform better in his future matches.

Preprocessing of Data:
Missing values are dealt with by using the mean of that section. A few characters like '- ' and 'NULL' have been removed.
The properties utilized are completely changed into a proportional scale by utilizing standardization for better visualization in the radar outline (at third level).

Visualization details:
A sunburst chart takes data from a json file it includes the following details level by level as follows.
Level 0: This has 11 years from 2004-2014
Level 1: Different rounds of matches (final, semi, quarter, fourth, third, second, first) for each year mentioned in level 0.
Level 2: This includes matches for every round. Eg: second1, second2, each representing one match.

At the point when we click on any match in level 2, a radar chart is displayed that compares the positives of two players associated with the match. Each pivot in this graph speaks to every one of the properties referenced for winner and runner-up.
A highlighting feature for a specific player has been given to show his values of different characteristics.
Player names between which the radar chart characteristics are drawn are shown in the label area.
Rainbow hues have been used to represent different years and their child levels are represented by a lighter shade of their parent level.

Story:
Choice of color in the radar chart is in such a way that green represents winner and red represents loser. This is attained by using the d3.scaleOrdinal color scheme. **By and large, we see green involves a bigger region than red since the winner's positive attributes are higher which eventually made him win.**