**Feature Engineering:**

Certain tests like Anova test and Chi-square test were done to finalise the features to be used as part of the model development.

As part of the above tests conducted the following below mentioned features were dropped while developing the model.

* Team\_Value
* Playing\_Style
* ID

**Model Selection:**

Initially a base model was built using XGBoost algorithm considering the above mentioned features. Later in order to capture the overlapping data points and the randomness in the data algorithms like SVC , Random Forest Classifier, Gradient Boosting Classifier, Decision Tree Classifiers were used along with the XGBoost algorithm. Voting Classifier with hard voting option was considered for finalising the classifications out of the built five base models. A meta model using Grading Boosting algorithm was built on top of these five base models to obtain the final classification.

**Hyper parameter Tuning:**

Hyper parameter tuning was done for all these base models including the meta model to improvise the classification results of the models.