Capstone Project Proposal

1. What is the problem you want to solve

Based on the European Soccer data available from session 2008 to 2016.

* I will predict the winner team for different leagues.
* I will set up some pattern identify the strong points of the teams who have more chances of winning the games.
* The week points for the team which is better than most of the teams but not able to come up with the ranking.
* Qualities of the player which are most important for a team to succeed.
* What are the changes in a team which started performing well or performing badly?

1. Who is your client and why do they care about this problem? In other words, what will your client DO or DECIDE based on your analysis that they wouldn’t have otherwise?

* My target audience would be the soccer fan and the people interested in gambling who want to predict the future of any game.
* Team management to identify the strong and weak point of their team.
* Team management to identify the players which can be helpful for the good performance of their team

1. What data are you going to use for this? How will you acquire this data?

I will be using the Kaggle Dataset for European Soccer Database.

This dataset has the information on the different European championship from season 2008 to 2016.

Please refer to below link for the overview of this dataset:

<https://www.kaggle.com/hugomathien/soccer>

1. In brief, outline your approach to solving this problem (knowing that this might change later).  
   Below are some key points of the approach I am going to follow:

* Identify the attributes required for the analysis mentioned in point#1.
* Draw the graphs to identify the different patterns in data.
* Use of statistical inference.
* Use of machine learning to predict the future of the game.

1. What are your deliverables? Typically, this would include code, along with a paper and/or a slide deck.

* I will be delivering the code for my presentation.
* Presentation deck or a document with the outcome.