Title: PUBG Finish Placement Prediction

(1) Project name and team members,

Team Members:

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(2) Problems you have chosen,

We are trying to predict the final placement of a player in percentage.

(3) why the problem is interesting to you,

The reason we are interested in this project is, as this game is getting more and more spotlight around the world, we are quite curious about what can make a player or a squad get a higher ranking at the end of the game. So we chose this topic and try to make some data mining analysis on it.

(4) what kind of data you plan to use.

In this project, we plan to use the data from Kaggle that contains 28 variables that describe PUBG game stats. Each row contains one player’s post-game stats indicated by its player ID. The data comes from matches of all types: solos, duos, squads, and custom; there is no guarantee of there being 100 players per match, nor at most 4 players per group. A PUBG that has up to 100 players start in each match. Players can be on teams which get ranked at the end of the game based on how many other teams are still alive when they are eliminated.

The In-game, players can pick up different munitions, revive downed-but-not-out teammates, drive vehicles, swim, run, shoot, and experience all of the consequences -- such as falling too far or running themselves over and eliminating themselves.