**DRAFT PROPOSAL**

* **Team Introduction**

Section No. – 001

Group No. – 13

**Team Members:**

Rajat Rawat

Akash Shah

Sriprithvirajan Annadurai

* **Background Motivation**

I grew up playing FIFA and there are millions other like me all over the world who still enjoy the game, both casually and at competitive level. Every year EA (Electronic Arts) Sports rolls out a new and updated version of the game to keep its audience excited. In the game, the user drafts a team for themselves consisting of players that are outstanding in regards of attributes as well as cost-efficient. Then the user uses this team to compete at an online level with the rest of the world.

* **Problem Statement**

E-Sports athletes need better insight into players’ historical comparison (what skill attributes changed the most during time- compared to real life stats) ;

Ideal budget to create a competitive team and at which point the budget does not allow to buy significantly better players for the 11-men lineup;

Sample analysis of top n% players to see if some important attributes as Agility or Ball Control or Strength have been popular or not across FIFA versions. The trend of attributes is also an important indication of how some attributes are necessary for players to win games.

* **Target Audience**

The audience we’re trying to help will consist of E-Sports athletes and budding casual players aiming to turn into professional/competitive players.

* **Project Proposal**

Our team will help the E-Sports athletes and other users to build a better FUT (FIFA Ultimate Team). Players open packs , complete objectives and complete challenges in order to earn coins and players and we aim to help them have the best team in the world filled with FIFA’s highest rated players by creating a predictive/prescriptive analysis product.

* **Analysis Questions**

- Which player can be replaced with the current player at the same position without affecting the overall rating of the team?

- How to co-relate between age and overall rating of a player to decide if that player will be as useful in the future as he is now?

- How to make your dream team at the best price?

* **Dataset Description**

The dataset has been scraped from the website <https://sofifa.com> by extracting the Player personal data and Player IDs and then the playing and style statistics.

The dataset includes data from FIFA22 and the attributes are based on individual performance from 2021-22 season.

Reference: (n.d.). Players FIFA 23 Feb 7, 2023 SoFIFA. <https://sofifa.com>