Sami Farooqui
Tableau Baseball Story

Final Version
https://public.tableau.com/profile/sami.farooqui#!/vizhome/UdacityBaseballStory
Final/BaseballStory?publish=yes

Initial Version
https://public.tableau.com/profile/sami.farooqui#!/vizhome/UdacityBaseballStory
/BaseballStory?publish=yes

Summary:
        What there existed a game that relied purely on statistics to determine an outcome, and we were given the chance to create a baseball player and choose his handedness, height, and weight, and our goal was to create the very best player. From our plots we can see that the best players will be left handed, 67 inches tall, and if we want our player to have the most Homeruns then 230 lbs., for the best batting average player 140 lbs.

Design:
        I decided to compare the three statistics to both batting average and homeruns. I grouped the each of the 3 statistics individually and plotted against both HRs and Batting Avg, and created 3 separate dashboards for each. After my initial story and the feedback I got, I decided to firstly, change both the HRs and Avg, to averages rather than sums, as sums wont necessarily tell us which statistic performs the best. Next I decided to sort from highest to lowest to make it easier to read. And lastly grouped the weight bins in stages of 5, rather than showing each individual weight which made the graph too much without giving much information.

Feedback:
        The feedback I received firstly was that averages (HRs and Batting Avg.) would depict a better representation to show which group or statistic has the most HRs or highest batting average, as the sums (HRs and Batting Avg.) would be skewed if more people were say for example, a certain height, most likely that group would have the most HRs and Highest sum batting average. Next to make it easier to read I was told to arrange the values from highest to lowest. Lastly, I was told the weight graph was harder to understand as the values fluctuated often, so I grouped by 5s rather than show every individual weight.

Data Files: N/A