PUBG PROJECT

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About project :

PUBG is a player versus player shooter game in which up to one hundred players fight in a battle , a type of large-scale last man standing deathmatch where players fight to remain the last alive. Players can choose to enter the match solo, duo, or with a small team of up to four people. The last person or team alive wins the match.[

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

Problem statement:

Creat ML model to predicts player finishing placement based on their final stats,on scale from 0 to 1

steps:

1-Clean and Analysis Data
2-Feature engineering
3- Model

Data processing

Exploratory Data Analysis
(EDA)

- How much 99% of people kills ?

- Highest number of kills?

-How much of player won with zero kill ?

-Relation between kills and winPlacePerc?

-. Highest number of teamkills?

--Relation between teamkills and winPlacePerc?

-- Highest number of dealing damage?

- players won without dealing damage?

-- How much 99% of player walkDistance?

--Relation between **walkDistance** and winPlacePerc?

Exploratory Data Analysis (EDA)

- **Highest number of** weaponsAcquired?

–Relation between weaponsAcquired and winPlacePerc?

–- **Highest number of boots?**

–Relation between boots and winPlacePerc?
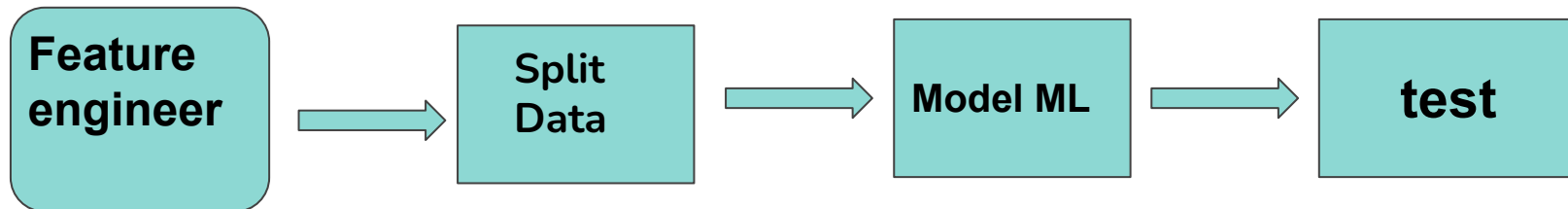
-–Relation between heals and winPlacePerc?

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Result EDA

-increase **kills** increase percent of **winPlacePerc**

-weak correlation between **teamkills** and **winPlacePerc**

-**weaponsAcquired** high correlation with **winPlacePerc**

-**healing** and **boosting** are good correlated with **winplaceperc.**

-**walkDistance** has a high correlation with **winPlacePerc**

-**matchduration & killstreak** good relation

MODEL ML

Feature engineer → **Split Data** → **Model ML** → **test**

THE END
THANK YOU