Goal:

1. To create a model which predicts if a given team will win their next game based on various inputs
2. Create a website to host the model
3. Use docker as web server
4. Input features to the model in form of api

Ideal Input datasets:

* Player lineup ( Home and away )
* Player stats ( Home and away ) Separate
  + Goals scored
  + Assists
  + Key passes
  + Shots on target
  + Shots per game
  + Shots per goal
  + Minutes per goal
  + Interceptions
  + Successful Dribbles
  + Successful tackles
  + Saves ( gk )
  + Penalty Saves ( gk )
  + Headers won
  + Forward passes
  + Crosses?
  + Minutes played
  + Games played
  + Minutes spent Injured
  + Minutes spent on bench
  + Distance covered
  + Yellow cards
  + Red cards
  + Goals conceded ( def )
  + Possession lost?
  + Position
  + Offside?
  + Last 3 games
  + Last 7 games
  + Age?
  + Season
  + Competition
  + Days since last game
* Team stats ( Home and Away )
  + Wins
  + Losses
  + Draws
  + Shots conceded
  + Total Shots
  + Shots on target
  + Offside
  + Yellow Cards
  + Red Cards
  + Opponents
  + Matchday
  + First half goals
  + Second half goals
  + Leading at half time win
  + Leading at half time loss
  + Lagging at half time win
  + Lagging at half time loss
  + Competition
  + Season
  + Possession
  + Formation

Database / table ideas:

Team/ Squad table:

Columns:

ID

League

Season

Club

Name

Position1

Position2

Position3

Position4

Position5

Nationality

Forwards table:

ID

Club

Name

Preferred foot

Age

Height

Position1

Position2

Position3

Position4

Position5

Goals scored

Assists

Midfielder table

Defender table

GK table

Fixtures and results table

Separate table for real time prediction, fetch player data from

User enters names of players in both teams, subs optional.

Prediction: Home team Win probability, Draw probability, away team probability

Real time prediction:???

Read real time subs, score line, time left, Possession, other stats possible ????