

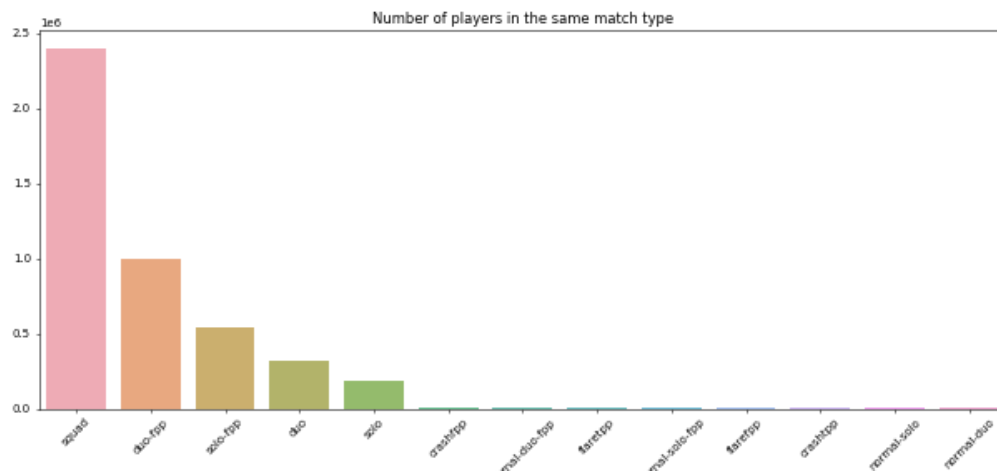
# PUBG Exploratory Data Analysis (EDA)

The project is an exploratory data analysis of the PUBG dataset to design a plan and strategy to win the game.

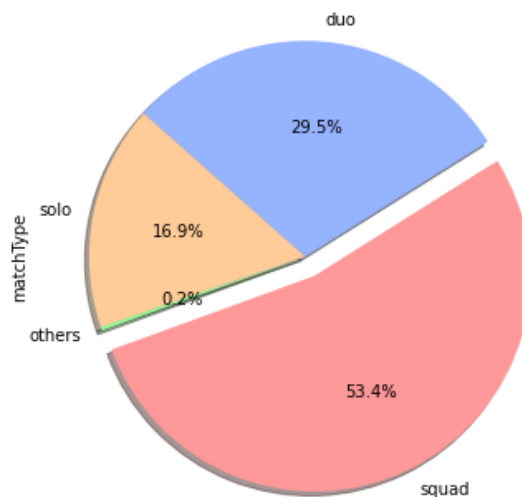
As an initial note, there are 100 players who join in one stage, and each player must choose their match type. There are four types of matches (solos, doubles, teams, and others).

The following figure shows the number of players and it can be said that more than 50% of the players play as a team.

So, the more you play in a team, the higher your chance of winning and finding help for other chances, as well as killing more players.



Now we will make it only 4 types [solo, duo, squad, other].



You have to develop your skills of killing from distances and focus when shooting the head, you have to move a lot so as not to give your enemy a chance to hit you and you always try to collect weapons and find vehicles. The following figure shows the relationship between the number of kills and direct headshots.

