Proposal Mid-project

Dataset : <https://www.kaggle.com/datasets/mukeshmanral/fifa-data-for-eda-and-stats>

**Sports Data Analysis**

## About Dataset

You want to create your own football club named ‘ultra\_learn\_Manral’.

* Your club don't have a team yet.
* Team will require to hire players for their roster.
* You wants to make players selection decisions using past data.

Create some reports/kind of things which recommends data backed players for main team

* To start with, a total 14-16 players are required.
* Collected data contains information about players, clubs they are currently playing for and various performance measures.

**NOTE:**  
As always assume budget for hiring players to be limited, team needs 18-22 possible players to choose from.

* Formulating a report will help management/stack-holders make some decision regarding potential players.

FIFA data to see how to apply EDA and Statistics concepts

18207 rows

56 column feature

**Columns description:**

**Name: player name**

**Age : player age**

**Nationality: player nationality**

**Overall: evaluation degree**

**Potential: potential to play**

**Club : club name**

**Value: estimated budget to give the player**

**Wage: the money he takes from the club**

**Preferred Foot: the player foot preferred to shoot with**

**International Reputation :what known about his sports**

**behavior: what know about his ethics**

**Weak Foot: less used in kicking**

**Skill Moves :ability to move quickly**

**Work Rate: high-medium-low player work**

**Body Type**

**Position**

**Jersey Number: number that player wore it on the t-shirt**

**Joined: date of joining the club**

**Loaned From**

**Contract: end date of the contract**

**Valid Until: year**

**Height**

**Weight**

**Crossing**

**Finishing**

**Heading Accuracy**

**Short Passing**

**Volleys**

**Dribbling: dribbling tight possession**

**Curve**

**FK Accuracy**

**Long Passing**

**Ball Control**

**Acceleration: speed to action**

**Sprint Speed: run quickly**

**Agility: fitness score**

**Reactions: way to react**

**Balance**

**Shot Power :strength of kick the ball**

**Jumping**

**Stamina: how patient about tired**

**Strength: how much is the player strong**

**Longshots: kick far**

**Aggression**

**Interceptions**

**Positioning: where do the player play in the game .**

**Vision: the way that player think .**

**Penalties: no.of penalties the player done**

**Composure: the player calm**

**Marking**

**Standing Tackle**

**Sliding Tackle :**

**GK Diving: goal keeper diving**

**GK Handling :goal keeper handling**

**GK Kicking : goal keeper kicking**

**GK Positioning : goal keeper position**

**GK Reflexes: goal keeper reflexes**

**Release Clause:**  **a set fee that a buying club can pay a selling club in order to contractually oblige them to offload a player or a coach**

clean data

1-Cleaning Null values and missing values in all columns .

2-Categorical and numeric columns.

3-There is many outliers to detected and drop or filln with statistical values .

Business questions:

1-what are the most evaluated player in each measurement value such as ('Weak Foot', 'Skill Moves', 'Work Rate', 'Body Type', preferred foot, 'Acceleration', 'Sprint Speed', 'Agility', 'Reactions', 'Balance', 'Shot Power', 'Jumping', 'Stamina', 'Strength', 'Long Shots')

2-what are the players nearest valid contract ends ?

3-Calculate the wage value in our budget or not?

4-what is the players smallest age ?

5-The most qualified player in each position .

6-Final report with the more efficient players names .

7-How much is the Release Clause for the players?