**FIFA 19 Complete Player Dataset** - <https://www.kaggle.com/karangadiya/fifa19>

* 18k+ FIFA 19 players, ~90 attributes extracted from the latest FIFA database on each player
* All quantitative variables are on a scale of 0-100.
* Removed spaces in variable names to facilitate coding.

**Variables:**

* **Predictor:** 
  + *SkillMoves* (Quantitative: 1-5)
    - Each skill move rating includes a set of skill moves; 1 = easy (anyone can do this skill), 5 = hard (only some players are able to do this skill)
  + *WeakFoot* (Quantitative: 1-5)
    - Ability to use weak foot. Most players are not perfectly ambidextrous; only the best are.
  + *Finishing* (Quantitative)
    - Shooting. Putting the ball in the net from a distance.
  + *Composure* (Quantitative)
    - Ability to finish under defensive pressure.
  + *ShortPassing* (Quantitative)
    - Short pass accuracy to teammates.
  + *LongPassing* (Quantitative)
    - Long pass accuracy.
  + *Dribbling* (Quantitative)
    - Ability to dribble, not the same as skill moves. How well can this player maneuver with the ball at their feet.
  + *Reactions* (Quantitative)
    - Ability to react to incoming passes, crosses, tackles, etc.
  + *Positioning* (Quantitative)
    - Ability of player to stick to their position on the pitch to maximize chances of scoring for team.
  + *Stamina* (Quantitative)
    - How long can they run. How many tackles they can take. Kind of like a health bar.
  + *BallControl* (Quantitative)
    - How well the player is able to keep the ball on his foot after a pass, cross, rebound, tackle, etc.
  + *SprintSpeed* (Quantitative)
    - Top sprinting speed for player.
  + *Acceleration* (Quantitative)
    - How quickly the player can accelerate.
  + *Balance* (Quantitative)
    - Ability of player to handle challenges and tackles from defenders.
* **Response:** 
  + *Overall* (Player Rating) (Quantitative)