

DS Technical Test - Description

Data

In the game related to this test, around 100 players play in each round (**gameId**). The player can have a team (**teamId**) for which you get a score at the end of the round (**winRankPercentage**) related to how many other teams are still there when you are eliminated.

In the game, players can have different munitions, revive teammates, drive cars, run, kill other players or even kill themselves.

For this test you have a data set of **anonymized game statistics**. Each row has the post-game statistics of one player.

You can find data from various **game types**: 1 player, 2 players, teams, and custom. You need to pay attention to the number of players per game (that can be inferior to 100) as well as the number of players per team.

The goal of the test is to **build a model that will predict the final rank of the player** based on his post-game stats on a scale from 1 (1st place) to 0 (last).

Files

- train.csv: train set (sample of 50k rows, games from 2024-01-01 till 2024-04-30)
- test.csv: test set (sample of 5k rows, games from 2024-05-01 till 2024-05-31)

Features

- assists - Number of enemy players damaged that were killed by teammates.
- damages - Damages dealt (self inflicted damage is subtracted).
- date - Date of the game.
- gameTime - Time of the game (in seconds).
- gameId - ID to identify the game. No games are both in the training and testing set.
- gameType - String identifying the game type. The classic modes are "solo", "duo", "squad", "solo-fpp", "duo-fpp", and "squad-fpp". Others are from events or custom matches.
- headshots - Number of enemy players killed with headshots.
- heals - Number of healing objects used.

- highestKill – Highest distance between player and player killed at time of death. This may be misleading, as downing a player and driving away may lead to a large highestKill stat.
- killRank - Ranking in match of number of enemy players killed.
- killPts - Kills-based external ranking of player. (Kind of Elo ranking where only kills matter.) If there is a value other than -1 in rankPts, then any 0 in killPts should be treated as a "None".
- killStreaks - Max number of enemy players killed in a short time.
- kills - Number of enemy players killed.
- knocks - Number of enemy players knocked.
- maxRank - Worst placement we have data for in the game. This could not match with numTeams, as sometimes the data skips over placements.
- numTeams - Number of teams we have data for in the game.
- playerId - Player's Id
- rankPts - Elo-like ranking of player. This ranking is inconsistent and is being deprecated so use with caution. Value of -1 takes place of "None".
- revives - Number of times this player revived teammates.
- rideDist - Total distance traveled in vehicles (in meters).
- roadKills - Number of kills while in a vehicle.
- swimDist - Total distance traveled by swimming (in meters).
- teamId - ID to identify a team within a match. If the same team of players plays in different games, they will have a different teamId each time.
- teamKills - Number of times this player killed a teammate.
- upgrades - Number of upgrade items used.
- vehicleDestr - Number of vehicles destroyed.
- walkDist - Total distance traveled on foot (in meters).
- weapons - Number of weapons collected.
- winPts - Win-based external ranking of player. (Kind of Elo ranking where only winning matters.) If there is a value other than -1 in rankPts, then any 0 in winPts should be treated as a "None".
- winRankPercentage - The target for the prediction. This is a percentile winning ranking, where 1 corresponds to 1st place, and 0 corresponds to last place in the game. It is calculated off of maxRank not numTeams, so you can have missing chunks in a game.