**Machine Learning Engineer Nanodegree**

**Capstone Project**

Matheus Vilachã Ferreira Pires

July 14th, 2017

**Using Machine Learning to Predict NBA Games Winners**

1. **Definition**

**Project Overview**

**Problem Statement**

**Metrics**

1. **Analysis**

**Data Exploration**

**Exploratory Visualization**

**Algorithms and Techniques**

**Benchmark**

1. **Methodology**

**Data Preprocessing**

**Implementation**

**Refinement**

1. **Results**

**Model Evaluation and Validation**

**Justification**

1. **Conclusion**

**Free-Form Visualization**

**Reflection**

**Improvement**