## Football Manager Player Pricer & Recommender

Roy Zhang

## Obtaining Data - FMInside

ability & potential

variable of

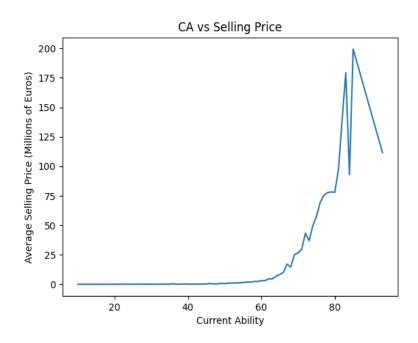
interest

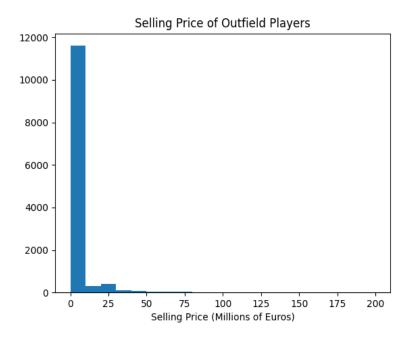


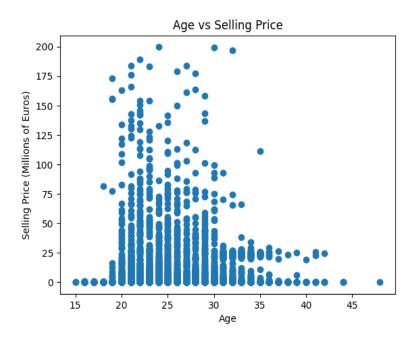
attributes

## EDA

- Skewness is key problem
- Noticeable trend between selling price and ability







## Next Steps

- Complete data collection (~60% done)
- Create a regression model on sell value
- Features:
  - User can add attribute filters to obtain an expected minimum selling value.
  - Recommend cheapest and best players based on the filters.

Optional: add goalkeepers