

Total Football: Multi-League Fantasy Platform

Project Specification

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October 28, 2024

Team Members

- **Spencer Fisher** - smfisher (First Sprint Product Owner)
- **Anirudh Mani** - anirudhm

Product Backlog

1. User Management

- **User Registration & Login:** Allow users to create an account and authenticate using Django's authentication system.
- **Session Management:** Use cookies and sessions to maintain user sessions.
- **Profile Page:** Users can view and edit profiles and team details.

2. Fantasy Leagues

- **Global League:**
 - Users compete globally based on real-life performances across EPL, La Liga, Bundesliga, Serie A, and Ligue 1.
 - Real-time scoring through a football API.
 - Dynamic **leaderboard** built using React.
- **Custom Leagues:**
 - Users create or join private leagues.
 - Perform a **draft** to pick players and form an 11-man squad.
 - Trade players using an integrated **trading system**.

3. Real-Time Updates & Interactivity

- **Live Match Updates:** Fetch real-time data using AJAX and display scores without reloading the page.
- **Player Price Adjustments:** Adjust player prices based on recent performance.

4. Front-End Design

- **Interactive Draft Board:** Built using React for a smooth drafting experience.
- **Responsive Design:** Ensure usability across desktop and mobile using HTML/CSS.

First Sprint Backlog

The following tasks will be completed in Sprint 1:

1. User Management:

- Implement user registration, login, and session tracking.
- Create a basic profile page.

2. Global League Setup:

- Display a preliminary global leaderboard.

3. Front-End Skeleton:

- Develop initial wireframes for registration, login, and leaderboard pages.
- Integrate React into the leaderboard.

Team Member Responsibilities

- **Spencer Fisher (Product Owner):** Leads sprint planning and task coordination.
- **Spencer Fisher & Anirudh Mani:** Collaborate on user management and leaderboard development.

Data Models

The following models will be implemented in Django:

• User Model:

- Fields: username, email, password, team_name, profile_image

• Player Model:

- Fields: player_id, name, team, position, league, price, points

• League Model:

- Fields: league_id, name, type (global or custom), members

• Team Model:

- Fields: team_id, user, players (many-to-many with Player), total_points

• Match Model:

- Fields: match_id, team_1, team_2, score, date

Wireframes/Mock-ups

For Sprint 1, we will provide wireframes for the following pages:

- **Home Page:** Introduction with links to login and registration.
- **User Profile Page:** Display team information and account settings.
- **Global Leaderboard:** Interactive leaderboard showing user rankings.