

Summary:

My project idea is to create a competitive CoD stats web scraper. This would get the available statistics of the CDL (Call of Duty League) from the past few years, and then calculate ratings for individual players and teams. It would then try and predict which teams would win in certain game modes and series against other teams based on user selection. This would be a **web-based application**.

Problem:

The problem being solved is giving some sort of prediction/insight on future matchups to enable the community a better understanding of what is going to happen. This could help people in decision-making regarding things like betting and fantasy eSports.

Features:

- Player Ratings (Calculates)
- Current Official Teams and Free Agents (Displays/Filter Search)
- Mock Matchup Predictions (Calculates overall series and each game mode)
- Mock Team Creator (Calculates overall rating of mock team)

Languages/Tools:

- **React/Svelte** (One of these 2 JavaScript Frameworks)
- **TailwindCSS** (Time-saving styling)
- Database? (Not entirely sure yet)

Audience:

The major audience for this software would be CDL betters, CDL fantasy players, or fans in general who would like to see how a potential team would compete with other official teams. So not only would this be beneficial, it would also be fun to play around with.

