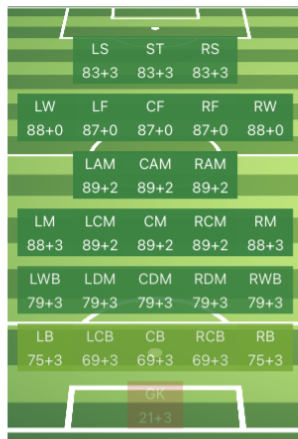


## SI 507 Final Project Proposal

Deng, Xiangyun ([dengxy](#))

As a crazy fan of ~~football~~ soccer, I have played [FIFA](#) (a football video game) for nearly 6 years. As one of the most successful ~~football~~ soccer video games in the world, FIFA is famous for its large database of ~~football~~ soccer players all over the world, which contains not only basic information (like age, height, weight, location, nationality, etc.), but ratings of all football abilities (like potential, attacking, defending, movement, etc.) that calculated by thousands of professional scouts. This resource can be quite helpful when you select/buy players to build a team as a manager (either in game or in real life).

# REAL OVERALL RATING



Kevin De Bruyne

CM CAM 31y.o. (Jun 28, 1991) 181cm 75kg

91	91	€107.5M	€350K
Overall Rating	Potential	Value	Wage

## PROFILE

Preferred Foot Right  
 5 ★ Weak Foot  
 4 ★ Skill Moves  
 4 ★ International Reputation  
 Work Rate High/ High  
 Body Type Unique  
 Real Face Yes  
 Release Clause €198.9M  
 ID 192985

## PLAYER SPECIALITIES

#Dribbler  
 #Playmaker  
 #Engine  
 #Distance Shooter  
 #Crosster  
 #Complete Midfielder

## MANCHESTER CITY

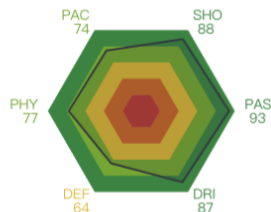
Position RCM  
 Kit Number 17  
 Joined Aug 30, 2015  
 Contract Valid Until 2025

## BELGIUM

Position RF  
 Kit Number 7

Best Position CM

Best Overall Rating 91



LIKE (538) DISLIKE (62) FOLLOW (1258) HISTORY VERSION (664)

LAYOUT 1 2 3

## ATTACKING

94 Crossing  
 85 Finishing  
 55 Heading Accuracy  
 93 Short Passing  
 83 Volleys

## SKILL

88 Dribbling  
 89 Curve  
 83 FK Accuracy  
 93 Long Passing  
 90 Ball Control

## MOVEMENT

76 Acceleration  
 73 Sprint Speed  
 76 Agility  
 91 Reactions  
 78 Balance

## POWER

92 Shot Power  
 63 Jumping  
 88 Stamina  
 74 Strength  
 91 Long Shots

## MENTALITY

75 Aggression  
 66 Interceptions  
 88 Positioning  
 94 Vision  
 83 Penalties  
 89 Composure

## DEFENDING

68 Defensive Awareness  
 65 Standing Tackle  
 53 Sliding Tackle

## GOALKEEPING

15 GK Diving  
 13 GK Handling  
 5 GK Kicking  
 10 GK Positioning  
 13 GK Reflexes

## TRAITS

Injury Prone  
 Leadership  
 Early Crosser  
 Long Passer (AI)  
 Long Shot Taker (AI)  
 Playmaker (AI)  
 Outside Foot Shot

So what I want to do is to develop a Flask Web App that allows the user to get a list of recommended players based on her/his preference. I plan to use web scraping to access FIFA data from [SoFIFA](#) and cache it into JSON. It's feasible as there are many great examples on [GitHub](#) and [Kaggle](#). Then I plan to load some of the data (the whole database is too large that contains information on 18000+ players) into a SQL database. It's also feasible as I have such experience in SI564 last semester. For data processing, I think just like our "Yelp restaurant" example, I organize my data into a tree, and then ask the user questions (about the position, budget, age range, etc.) until it provides a set of

recommendations that meet the user options. Finally, for data presentation, currently, my plan is to create a Flask App that uses HTML link to prompt the user to choose data options. Then display selected data using HTML tables. But I have not yet determined. Maybe I need to learn more about plotly and/or Flask.