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Project 6

State Summary

- Hoop Scraping by Joseph Nam and Derek Lu
- Work Done
    - Scraped data from Basketball Reference
    - Model from mvc mostly implemented
    - Skeleton code for other structures in class diagram done
    - Basic idea of how to implement GUI with Streamlit.
- Changes or Issues Encountered
    - Changing subject that we were scraping
    - Change from Project 5 - No longer using the observer pattern (Adding MVC pattern)
    - Navigating html for tags to scrape
    - Taking scraped data and putting it into usable data structures
    - Separating responsibilities between model, view, and controller
- Patterns
    - MVC
        - The scraper and all the data gained from scraping will be the model that will be called from a controller which will also use a view object to display our GUI through Streamlit.
    - Iterator
        - We will use an Iterator pattern to iterate through all the Player objects we create from scraping from Basketball-Reference.com. This will be a helpful tool in navigating through the team data.
    - Singleton
        - The Scraper_Model object will be used with the Singleton design pattern since we only need one scraper to interact with throughout our code.
    - Decorator
        - The Decorator pattern will be used within the GUI of the project which will change the color of the teams in the GUI to show red, green, or yellow based on the team record.

Plan For Next Iteration

- Implement a streamlit GUI
    - Implement the View class
    - View will change dynamically based off of use input to the GUI, so the GUI needs to be able to interact with the controller
- Implement Player Iterator
- Implementing a roster functionality where a user can add players to their “roster”

Class Diagram