# College Football Pickem'

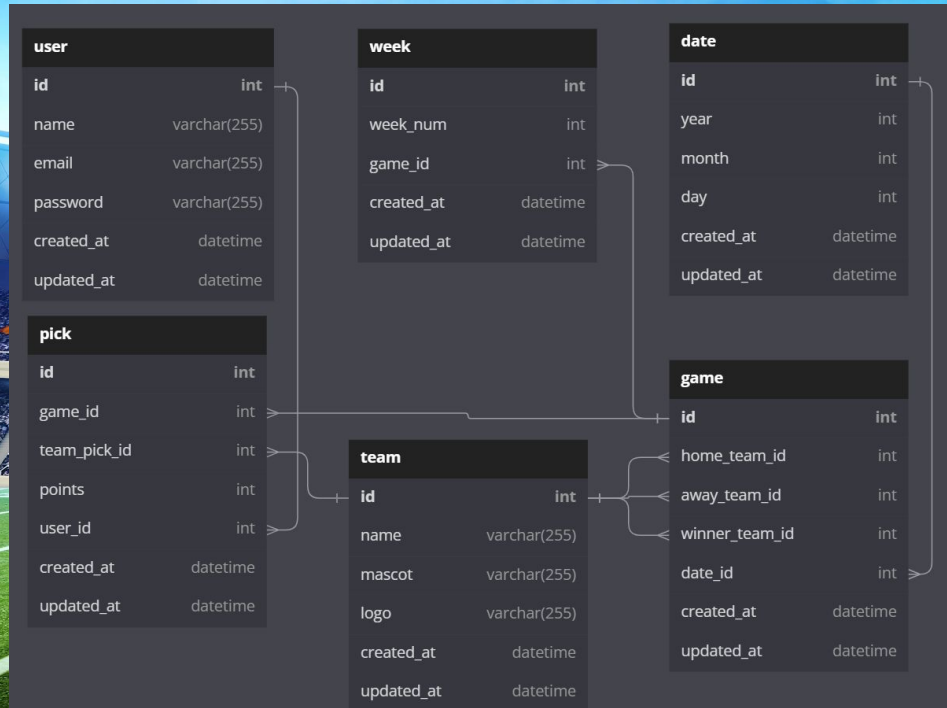By James Perry, Cody Saal, Kao Nou Her, Zachary Camden & Hunter Mayer

Elevator pitch

# Concept

- Description: An app where you can choose a winner out of ten college football games every week, then assign a confidence rating to your pick that awards you points (if you are right)!
- Motivation: James has a friend group that uses excel spreadsheets to keep track of their weekly college football pickem' league. We figured we could improve it by making a neat website out of it so they can hopefully stop using excel.
- User Story: As a sports fan interested in college football, I want an interactive site to host a pickem' league, so that my friends and I can compete with each other for bragging rights.

# Process

- **Technologies Used:** Chart.js, cfb-data.js, Sequelize, Handlebars, Handlebars-Helper, Express, Google Fonts
- **James:** Models, Routing, Sequelize
- **Cody:** Handlebars, Team Picker Routing
- **Kao Nou:** Handlebars, Front End CSS
- **Hunter:** Chart.js, Routing, Front-End Scripting
- **Challenges:** Trying to bring together all of the knowledge we've learned so far in class to create a full stack app.
- **Successes:** We each learned a lot, and at the end were able to make something pretty cool that will hopefully see some real world use!

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# Database Model

Demo

# Directions for Future Development

- Group Sign Up, Group Leader
- Incorporate CFB-Data NPM package to generate future games
- Expand to include other sports outside of college football
- Create user settings page to manage user data
- Limit User picks and allow for updating picks up until game start
- Chart.js data
- Hiding teampickers tab at initial view

# Links

- Deployed: TBD
- Github: https://github.com/Hunter-Mayer/college-football-pickem
- Database Diagramming:
  - https://dbdiagram.io/home