Developer Manual for NBA Player Statistics Web Application

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1. Introduction

Problem Statement

The NBA Player Statistics Web Application aims to provide NBA fans, sports analysts, and fantasy basketball players with easy access to comprehensive statistics about NBA players.

Stakeholders

- NBA fans and enthusiasts
- Sports analysts and journalists
- Fantasy basketball players

Proposed Solution

We propose to build a web application using React for the front end and the "NBA Data" API as the data source. The application will allow users to search for NBA players, view their statistics, and explore various performance metrics.

2. Installation

Dependencies

- Node.js
- npm (Node Package Manager)

Steps

1. **Clone the repository from [https://github.com/Villeda200/INST377FinalProject.git].**
    - git clone [https://github.com/Villeda200/INST377FinalProject.git]
    - cd nba-player-stats-app

2. **Install dependencies.**

- npm install

3. Running the Application

Development Environment

- npm start
    - This will start the development server

Production Build

- npm run build
    - This will create a production-ready build in the *build* directory.

4. Running Tests

Unit Tests

- npm test
    - This will then run the test and provide the results

End-to-End Tests

- npm run e2e
    - Running end-to-end tests will ensure the application is running smoothly for the user

5. API Endpoints

NBA Data API Endpoints

- GET /players?q={query}: Search for NBA players based on the query.
- GET /players/{playerId}: Get detailed statistics for a specific NBA player.
- API endpoints:

6. Expectations Around Bugs

- All known bugs will be clearly documented and reported.

7. Roadmap for Future Development

- Implement additional search filters (NBA Team, Jersey Number, etc.).
- Enhance data visualization features for a more interactive user experience.
- Allowing users to create accounts, save their favorite players, and customize their experience.
- Search for new API or troubleshoot for missing values, many things when searching for a player relied on other things as well such as TeamID, GameID, year, and other parameters