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FPL JSON

Source is <https://fantasy.premierleague.com/drf/bootstrap-static> unless stated otherwise

# phases

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | Int  Primary key | Unique id for each month |  |  |  |
| name | Char (9) | Name of month |  |  |  |
| Num\_winners | int | ? |  |  |  |
| Start\_event | int | First gameweek in the month |  |  |  |
| Stop\_event | int | Final gameweek in the month |  |  |  |

* Data from source

# Elements

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Column** | **Key** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | P | Int | Unique id for each player – based on this year’s game | How does it deal with double gameweeks? |  |  |
| photo |  |  | Contains filename for player image. DO not have data |  |  | X |
| web\_name |  | varchar | Name to be displayed in app |  |  |  |
| team\_code | F - teams | Int | Id of team player plays for | Why is there two team ids?  National? |  |  |
| status |  | varchar | Availability of player in this gameweek | Looks like a single letter represents the status |  |  |
| code |  | int | Unique id for player. Based on all previous games |  |  |  |
| first\_name |  | Varchar |  |  |  |  |
| second\_name |  | Varchar |  |  |  |  |
| squad\_number |  | int |  |  |  |  |
| news |  | varchar | Information on status |  |  |  |
| now\_cost |  | double | Current player price | Displays as an integer in postman. E.g. 4.7 displayed as 47 |  |  |
| news\_added |  | Datetime | Date and time “news” was updated |  |  |  |
| chance\_of\_playing\_this\_round |  | int | % chance of playing this round |  |  |  |
| chance\_of\_playing\_next\_round |  | int | % chance of playing this round |  |  |  |
| value\_form |  | double | Form/cost |  |  |  |
| value\_season |  | double | Total points/cost |  |  |  |
| cost\_change\_start |  | int | Change in price since start of season | X10. So a 0.1 price change is saved as 1 |  |  |
| cost\_change\_event |  | int | Change in price since start of gameweek | X10. So a 0.1 price change is saved as 1 |  |  |
| cost\_change\_start\_fall |  | int | Change in price since start of season as a price fall | X10. So a 0.1 price change is saved as 1 |  |  |
| cost\_change\_event\_fall |  | int | Change in price since start of gameweek as a price fall | X10. So a 0.1 price change is saved as 1 |  |  |
| in\_dreamteam |  | boolean | Is the player currently in the dreamteam |  |  |  |
| dreamteam\_count |  | int | How many times has the player been in the dreamteam |  |  |  |
| selected\_by\_percent |  | Double | Percentage of users who have selected this player |  |  |  |
| form |  | Double | Average points per week over last 5? gameweeks |  |  |  |
| transfers\_out |  | int | Number of transfers out all season |  |  |  |
| transfers\_in |  | int | Number of transfers in all season |  |  |  |
| transfers\_out\_event |  | int | Number of transfers out this gameweek |  |  |  |
| transfers\_in\_event |  | int | Number of transfers in this gameweek |  |  |  |
| loans\_in |  | int | Number of times brought in on a free hit. This week? |  |  |  |
| loans\_out |  | int | Number of times taken out on a free hit. This week? |  |  |  |
| loaned\_in |  | int | Number of times brought in on a free hit. This season? |  |  |  |
| loaned\_out |  | int | Number of times taken out on a free hit. This season? |  |  |  |
| total\_points |  | int | Number of points scored this season |  |  |  |
| event\_points |  | int | Number of points scored this gameweek |  |  |  |
| points\_per\_game |  | double | Total points/games played |  |  |  |
| ep\_this |  | double | Expected points this week |  |  |  |
| ep\_next |  | double | Expected points next week |  |  |  |
| special |  | boolean | Not sure. Multiple games in a week? |  |  |  |
| minutes |  | int | Minutes played over the season |  |  |  |
| goals\_scored |  | Int |  |  |  |  |
| assists |  | Int |  |  |  |  |
| clean\_sheets |  | Int |  |  |  |  |
| goals\_conceded |  | int |  |  |  |  |
| own\_goals |  | Int |  |  |  |  |
| penalties\_saved |  | Int |  |  |  |  |
| penalties\_missed |  | Int |  |  |  |  |
| yellow\_cards |  | Int |  |  |  |  |
| red\_cards |  | Int |  |  |  |  |
| saves |  | Int |  |  |  |  |
| bonus |  | Int | Bonus points this season |  |  |  |
| bps |  | Int | Bonus point system points this season |  |  |  |
| influence |  | double |  |  |  |  |
| creativity |  | double |  |  |  |  |
| threat |  | double |  |  |  |  |
| ict\_index |  | double |  |  |  |  |
| ea\_index |  | Int | ? |  |  |  |
| element\_type |  | Int | Id of element type. 1 = player |  |  |  |
| team | F teams | Int | Id of team player plays for | Why is there two team ids?  PL only |  |  |

Player data

# Stats

Provides the user friendly label for each field in elements

Sub categories

Headings contains the following:

Category is null

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Column** | **Key** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| category |  |  |  | All seem to be null |  |  |
| field |  | varchar | Field name in elements |  |  |  |
| abbr |  | varchar | Abbreviation for label | All seem to be null |  |  |
| label |  | varchar | User friendly version of field name |  |  |  |

# Game-settings

**game – Probably not needed at this stage**

* bps calculation system
* constants e.g transfers cost, cup start week id
* static web addresses
* formation arrays for displaying user teams

**element type**

* point scoring system for different positions
* rules on how many players allowed

# current event

current gameweek - int

# total players

number of fpl players - int

# teams

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Column** | **Key** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | Primary key | int | Unique id for team |  |  |  |
| current\_event\_fixture |  | ArrayList? | Is\_home – Boolean – is home or away  Day – int – day of fixture  Event\_day – int – event day of week e.g. if 1st game is on Sat, Sun =2  Month – int – no. of month  Id – int - fixture id FOREIGN KEY FIXTURES  Opponent – int – opponent’s team id FOREIGN KEY teams |  |  | Not |
| Next\_event\_fixture |  | ArrayList | See above |  |  |  |
| name |  | varchar | Team full name |  |  |  |
| code |  | int | Id for team – all league clubs |  |  |  |
| Short\_name |  | Char - 4 | Abbreviation of team name |  |  |  |
| unavailable |  | boolean | ? |  |  |  |
| strength |  | Int | Rating of team strength, 1-5 |  |  |  |
| position |  | int | Current league position |  |  |  |
| Played |  | Int | Games played this season |  |  |  |
| Win |  | Int |  |  |  |  |
| Loss |  | Int |  |  |  |  |
| Draw |  | Int |  |  |  |  |
| Points |  | Int |  |  |  |  |
| form |  | Not sure | Not sure |  |  |  |
| Link\_url |  | varchar | Links to club website |  |  |  |
| strength\_overall\_home |  | int | Overall strength at home rating |  |  |  |
| strength\_overall\_away |  |  | Overall strength away rating |  |  |  |
| strength\_attack\_home |  |  | Attack strength rating home |  |  |  |
| strength\_attack\_away |  |  | Attack strength rating away |  |  |  |
| strength\_defence\_home |  |  | Defence strength rating home |  |  |  |
| strength\_defence\_away |  |  | Defence strength rating away |  |  |  |
| team\_division |  |  | Id of team division - 1 |  |  |  |

# element types

heading codes for element types – player positions

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Column** | **Key** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | P key | int | Unique id for position | 1=gk, 2=def, 3=mid, 4=fwd |  |  |
| singular\_name |  | varchar | Name of position – singular |  |  |  |
| singular\_name\_short |  | varchar | Abbreviation of position - singular |  |  |  |
| plural\_name |  | varchar | Name of position – plural |  |  |  |
| plural\_name\_short |  | varchar | Abbreviation of position - plural |  |  |  |

# last-entry-event

int id of last gameweek – 38

# stats\_options

key for user-friendly field names

name – varchar – user friendly field name

key – varchar – database field name

# Next\_event\_fixtures

empty as season is finished. Presumably lists the fixture information for the next gameweek

# events

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Column** | **Key** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | P key | int | Unique identifier for the gameweek |  |  |  |
| name |  | varchar | Text name for gameweek. e.g. “Gameweek 1” |  |  |  |
| deadline\_time |  | datetime | Date and time for the deadline of the gameweek |  |  |  |
| average\_entry\_score |  | int | Average score of all users for the gameweek |  |  |  |
| finished |  | boolean | True if all of the games in the gameweek have finished |  |  |  |
| data\_checked |  | boolean | True if the points given have been finalised |  |  |  |
| highest\_scoring\_entry |  | int | Id of player who got the highest score in the gameweek |  |  |  |
| deadline\_time\_epoch |  | unixtime / timestamp | Date and time for the deadline of the gameweek. Data is in unixtime which can then be converted to timestamp | INSERT INTO t (ts) VALUES (FROM\_UNIXTIME(1522510200));  <https://dev.mysql.com/doc/refman/8.0/en/datetime.html> |  |  |
| deadline\_time\_game\_offset |  | int | Offset to allow for daylight savings |  |  |  |
| deadline\_time\_formatted |  | Char (12) | Formatted version of date and time of deadline | Assume it is just a string of characters |  |  |
| highest\_score |  | int | Highest score of the gameweek |  |  |  |
| is\_previous |  | Boolean | True is the gameweek is the previous gameweek |  |  |  |
| is\_current |  | Boolean | True if the gameweek is the current gameweek |  |  |  |
| is\_next |  | boolean | True if the gameweek is the next gameweek |  |  |  |

# next-event

int – id of the next gameweek