FPL Spreadsheet

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

# Months

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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

# Gameweeks

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | Int  Primary key | Unique id for each gameweek. 1-38 | How does it deal with double gameweeks? |  |  |
| name | Char (12) | Name of gameweek |  |  |  |
| 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 |  |  |  |

# Current Gameweek

Data of current gameweek of fixtures

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | Int  Foreign key | Id of fixture |  |  |  |
| Kickoff\_time\_formatted | Char (12) | Formatted date and time of kickoff time |  |  |  |
| started | boolean | True if the match has started |  |  |  |
| Event\_day | int | How many days after the start of the gameweek. E.g. if gameweek starts on Saturday and match is on Monday, event\_day = 3 |  |  |  |
| deadline\_time | Datetime  Foreign key | Date and time for the deadline of the gameweek |  |  |  |
| deadline\_time\_formatted | Char (12)  Foreign key | Formatted version of date and time of deadline |  |  |  |
| stats |  | [List] data not held here |  |  |  |
| code | Int  Primary key? | Unique identifier for fixture within current gameweek  ? | Very large as stores historical fixtures??? |  |  |
| kickoff\_time | datetime | Date and time of kickoff of that fixture |  |  |  |
| team\_h\_score | Int | Current score for home team |  |  |  |
| team\_a\_score | int | Current score for away team |  |  |  |
| finished | boolean | True if match has finished |  |  |  |
| minutes | int | Minutes elapsed in match |  |  |  |
| provisional\_start\_time | Boolean | ? |  |  |  |
| finished\_provisional | boolean | ? |  |  |  |
| event | Int  Foreign key | Gameweek id |  |  |  |
| team\_h | Int  Foreign key | Home team id |  |  |  |
| team\_a | Int  foreign key | Away team id |  |  |  |

# Teams Data

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column** | **Datatype** | **Function** | **Notes** | **Source** | **Needed** |
| id | Int  Primary key | Unique id of team |  |  |  |
| name | varchar | Team name |  |  |  |
| Short\_name | Char (4) | Abbreviated team name |  |  |  |
| Current\_event\_fixture |  |  |  |  |  |
| next\_event\_fixture |  |  |  |  |  |
| unavailable |  |  |  |  |  |
| strength |  |  |  |  |  |
| position |  |  |  |  |  |
| played |  |  |  |  |  |
| Win |  |  |  |  |  |
| Loss |  |  |  |  |  |
| Draw |  |  |  |  |  |
| Points |  |  |  |  |  |
| Form |  |  |  |  |  |
| Link\_url |  |  |  |  |  |
| strength\_overall\_home |  |  |  |  |  |
| Overall Strength Home STD |  |  |  |  |  |
| strength\_overall\_away |  |  |  |  |  |
| Overall Strength Away STD |  |  |  |  |  |
| strength\_attack\_home |  |  |  |  |  |
| Attack Strength Home STD |  |  |  |  |  |
| strength\_attack\_away |  |  |  |  |  |
| Attack Strength Away STD |  |  |  |  |  |
| strength\_defence\_home |  |  |  |  |  |
| Defence Strength Home STD |  |  |  |  |  |
| strength\_defence\_away |  |  |  |  |  |
| Defence Strength Away STD |  |  |  |  |  |
| team\_division |  |  |  |  |  |
|  |  |  |  |  |  |