

Initial Primary Objectives

Functionality

Fixture Tab

1. show the fixtures for this week (live scores if possible)
2. When clicking on a fixture show the predicted lineups for the two teams

Player Comparison Tab

1. Two search boxes where the user can search for two players
2. Show the two players stats side-by-side and have a radar or bar chart to visualize it for comparison.

Highest Scoring Team Predictor

1. Show the user a prediction of what the highest scoring team this week could be.

Add 4th function if the scope of the project is too small

Strategy

Overall idea is to have this all automated. So I dont need to get fixtures every week for example and update the code. It should get them itself and if they change the code should detect that. Schedule the server code to check things everyday at 9am.

Fixture Tab

1. Either store the fixture in the database or webscrape them from somewhere once a week
2. For the predicted team line-up I would webscrape from three sites. Compare them and put up the most occurring player. e.g all three have a GK to play then that would be selected. If two sites think Robertson will play but one thinks Milner will play then the code will pick Roberston.

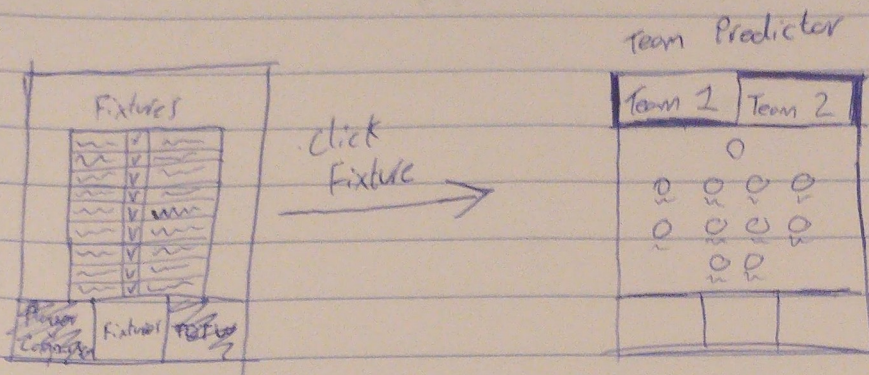
Player Comparison Tab

1. All the player data should be held in the database so when a player is selected the database should return all their stats (might need to use FPL API for some things)

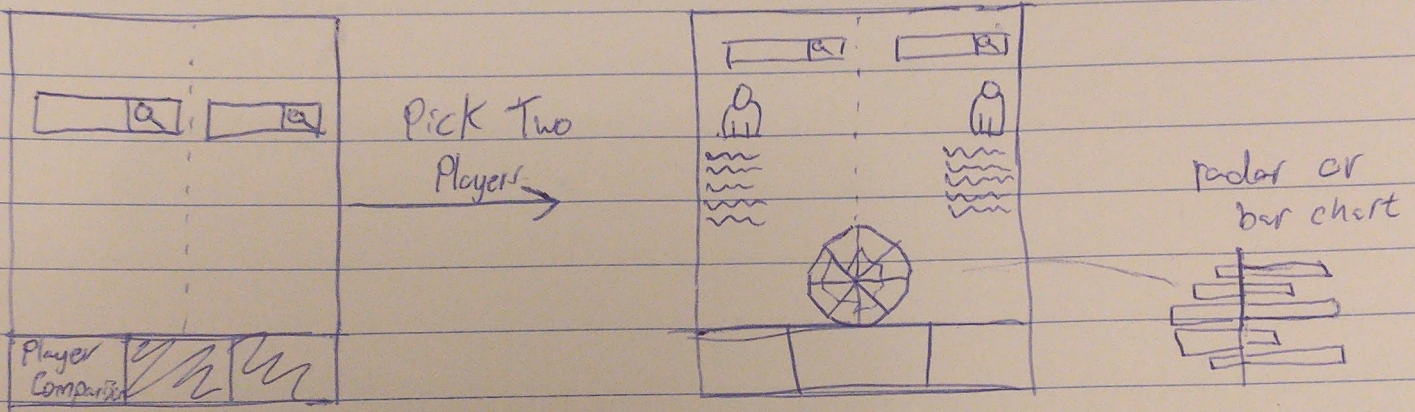
Highest Scoring Team Predictor

1. The idea is to have an algorithm that should be able to predict the highest scoring team based on stats. So I will look at fixture difficulty, Form, Xg (expected goals), Xa (expected assists), clean sheets (not conceding goals) anything that would result in a player getting points.

Fixtures



Player Comparison



Highest Scoring Team of the Week

