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CSCI 4830

Project Revised Design

1.

I agree with the critique that a 2D visualization would be better than a 3D one. 2D simplifies the code and makes it easier for the user to understand. A 3D visualization would only distract from the purpose of the program. I plan to implement this into my program and am thankful for the critique. A 2D visualization is all that is required for the program.

2.

Something that is important to clarify is that the program does not produce an ideal lineup. In other words it will not compute the most cost effective lineup at the click of a button. The program does not solve a system of linear equations in order to create the ideal lineup. The program is meant to be a fun tool to help more casual daily fantasy players. It will produce information that will guide the user, but the creation of the official lineup is up to the user.

3.

I really like the idea of having a hover function in the program. It would be cool to be able to hover over a player and have it display their statistics. It would add an extra element to the program to further display what statistics the program is looking at. However, this might be beyond my current programming level. I do not think that I will have enough time to figure out how to implement this into the program.

4.

One of the concerns from the peer review was the data itself. The critique brought forth questions that need to be answered. The main concern was if the data set determines who is playing each day and who is starting. The data source from the fantasy website consists of the teams and the players that are playing. I can use this to figure out who is playing and I will run the program using that information. In the MLB the starting lineups are usually released a couple hours before the game. Sometimes they are released 30 minutes before. This means that the user will have to look this information up. They can run the program and select their lineup, but they will need to check starting lineups to make sure that all of their players are starting on that day.

5.

A secondary view for selecting players and displaying a current lineup is very intriguing. It sounds like exactly what the program is missing. It would be very useful to select certain players and see how much salary you would have left. Currently the user has to keep track of this information with pen and paper. Similar to the proposed idea in Section 3, I really like the idea, but I doubt that I will be able to figure it out and implement the change before the project is due. However, I will try my best to add this idea into the program.