



# NFLite

CSE 111 - Final

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# Football Analytics - Project Description



- Goal

- A lightweight web application that organizes and lists football statistics for NFL teams, divisions, and players across games
- Allows user to quickly pull data on any group/player and view trends

- Main Features

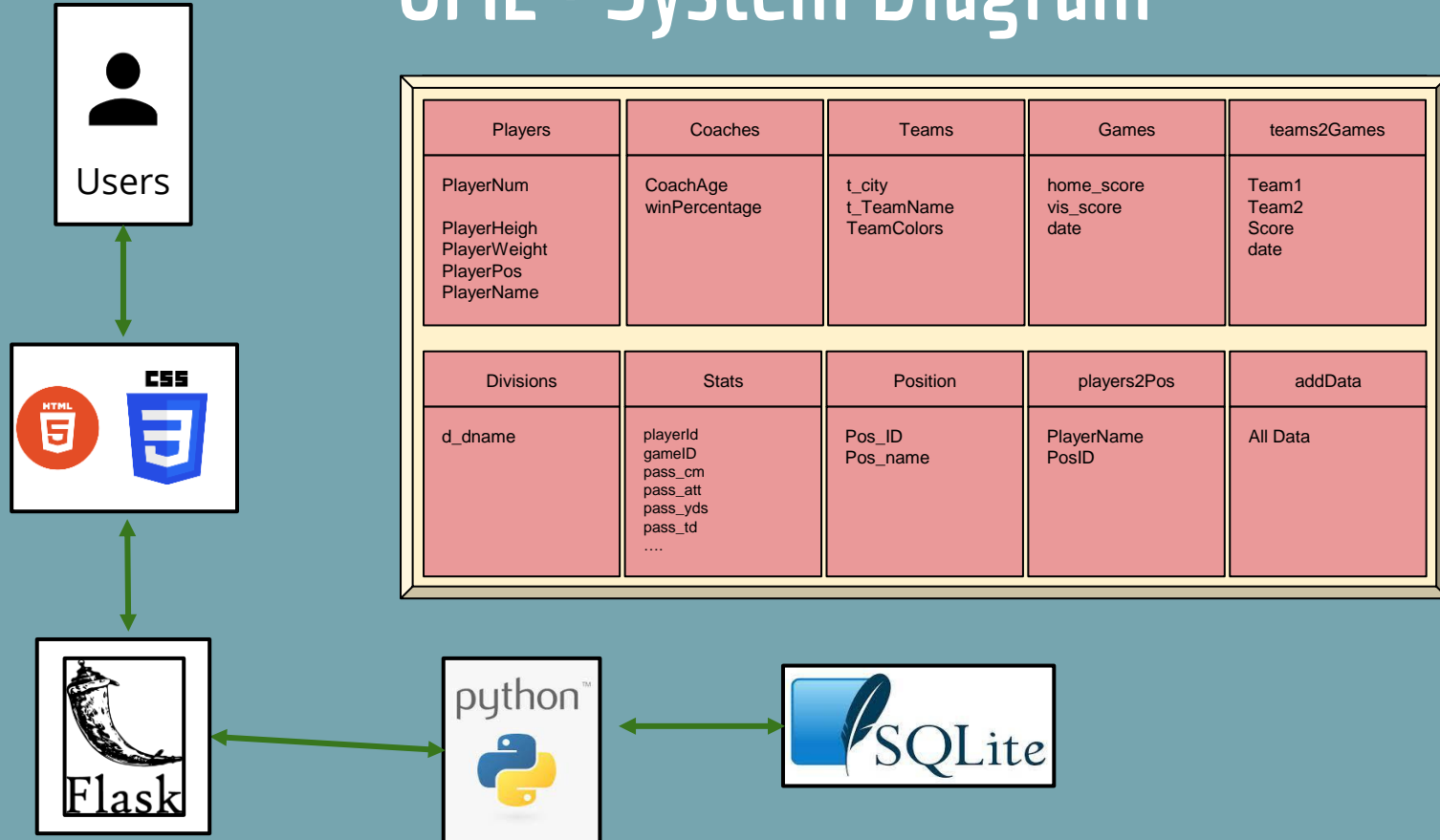
- View team, division, player, game data
- Perform quick/advanced searches on database with ease
- See relationships among games, players, teams, and stats

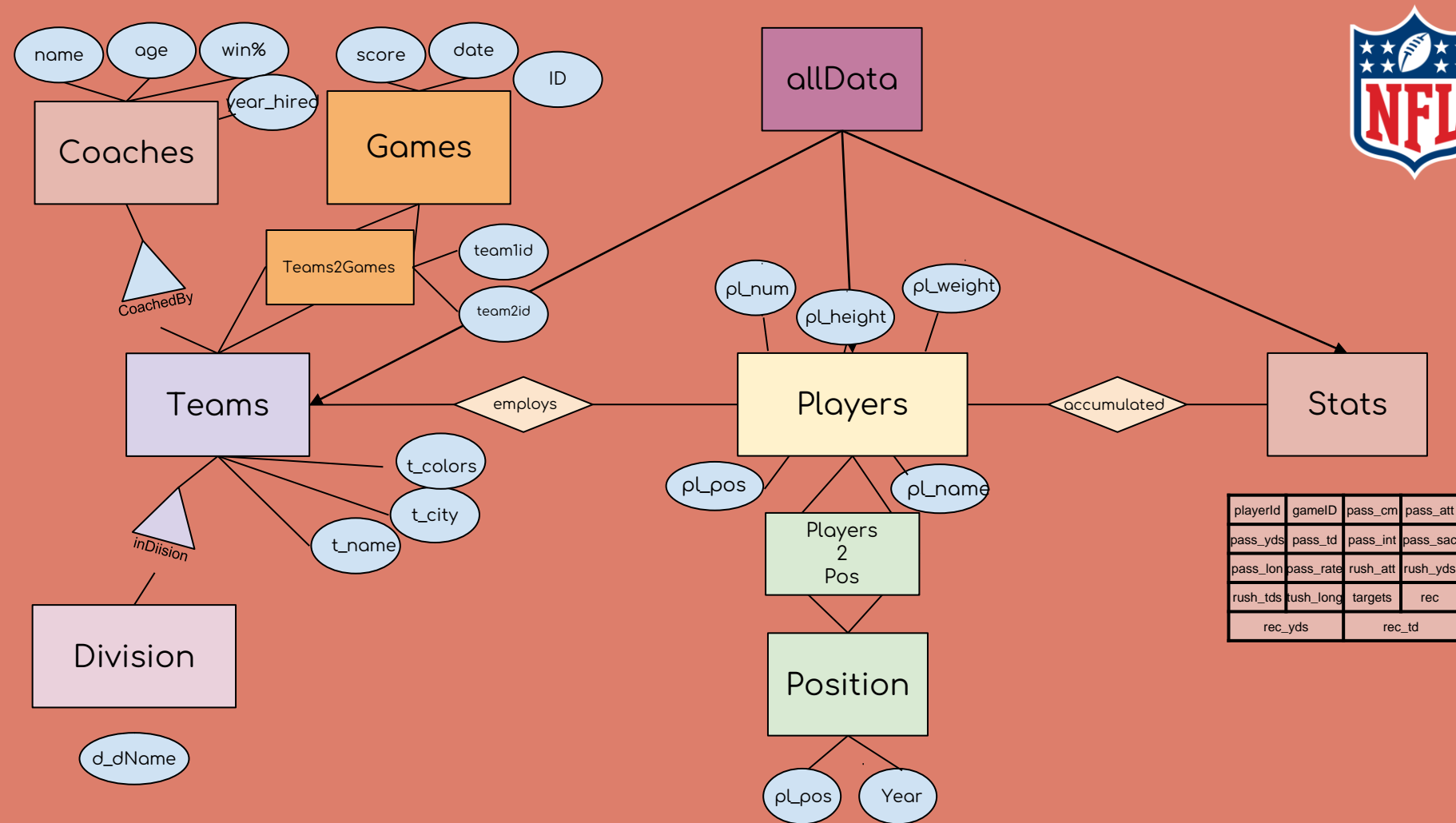
# System Overview + Implementation Details

- **Web Application**
  - Built in Flask, Python, SQLAlchemy
  - Simple to use, both of us have familiarity
  - Wanted to keep it contained in Python
- **Database built in SQLite**
  - Handled through SQLAlchemy and traditional Python SQLite tools
    - Makes it significantly easier to implement queries
    - Better for diagnosing issues



# UML + System Diagram

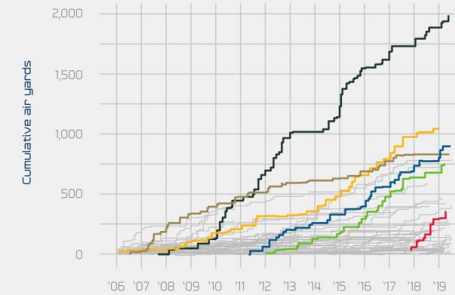




# Use-Cases

1. User wants to pull stats of a certain player
  - a. User can scale the statistical information by years, seasons, or games
  - b. User can compare to other players of same position or team
2. User wants to pull team stats
  - a. Pull stats of entire team in an ordered list
  - b. See stats of a team in a certain year/season or game
  - c. Compare to other teams based on a condition
3. User can produce a list of active players for a given game/team
  - a. Pull all stats of a team, player, or coach through games

Cumulative Air Yards on Free Plays





# Demo

