**Patrick Capstone Proposal Final**

**Executive Summary**

*My idea is to create an interactive dashboard that can be used by anyone to look up the top 40 players earnings data.*

**Motivation**

*I have a lifetime love of fighting games and would like to use my data analyst skills to explore better ways to promote fighting games and the FGC (Fighting Game Community).*

**Data Question**

*How do I gather and sort enough of the right kind of data to create a dashboard of fighting-game players.*

**Minimum Viable Product (MVP)**

*I would like to create a simple and effective interactive dashboard that can provide info on professional fighting game players. The dashboard could be used by anyone, from hardcore fans, to the casual gamer.*

**Schedule (through 1/7/2022)**

1. Get the Data (11/12/2021)
2. Clean & Explore the Data (11/26/2021)
3. Create Presentation of your Analysis (12/10/2021)

* Should be a presentation, but could include a Jupyter Notebook or dashboard in Excel, Tableau, or PowerBI

1. Internal demos (12/17/2021)
2. Demo Day!! (1/7/2022)

**Data Sources**

*Web scraping, esportsearnings.com*

**Known Issues and Challenges**

*So far, I feel the biggest challenge will be getting and cleaning the data. Then, using that data to create a insightful and informative dashboard.*