Fantasy Football Champion

Mission Statement:

To develop a program that will analytically predict players to choose in the game Fantasy Football, optimizing for points and be able to dynamically change in accordance with changes in the game.

Project Overview:

Learn how fantasy football is played :P

See what free data is out there

Scrape or use API to get the data (API looks to be mostly pay to use)

Do data inspection (perhaps upload the data to Kaggle to see what people do with it there)

Develop system, whether that be a sort algorithm or AI algorithm to optimize for player choice

**How is Fantasy Football Played**

For standard league:

Start with one quarterback

Two running backs

One flex player (running back or wide receiver)

One tight end

One team defense/special teams (the entire degense and special teams for a given team

A kicker

Then:

You are given seven bench spots.

Scoring guidelines vary depending on the rules

Players are picket or recruited by either Snake (like Settlers of Catan) or Auction where players are bid for.

**Develop system, whether that be a sort algorithm or AI algorithm to optimize for player choice**

For an AI approach, I have the AI play against itself using previous years as testing, and train the weight that it gives different rankings.