## **Milestone 01: Project Initiation**

1. What is your name?

MATTHEW I OWRIF

2. What is your Student ID?

LOW20479403

3. What Programme are you on?

**BSc Computer Science** 

## **TELL US ABOUT YOUR PROJECT SO FAR**

- 4. What is the working title of your project (this can be changed at a later date)? Scouter
- 5. What is the theme of your project?

Data Analysis and Visualisation

6. Please give a very brief description of your project.

it will analyse player stats from the current season and display graphs and players that match a clubs needs for the next season.

7. Please outline the main aim(s) of your project. An aim is an expected outcome of your project (e.g., issues it will address, how it might improve or enhance a situation for stakeholders, etc.).

A Programme prototype that will allow football clubs to get a competitive advantage over their rivals by allowing them to scout players in a more efficient way. as it will allow them to buy players before they gain the attention causing their price to rise. so they will be able to spend less and get a greater output per pound spent.

8. Please outline some artefact objectives of your project. Your "artefact" is what you are going build, deploy, evaluate etc. Objectives are typically steps/activities that you must complete in order to deliver your project successfully.

some objectives are to display complex but clear graphs, be user friendly so anyone can use it. display relevant data to the user.

## **TELL US ABOUT YOUR SUPERVISION PREFERENCES**

9. Please indicate your preferred supervisor. NOTE: Your choice cannot be guaranteed as supervisor allocation is based on availability and subject specialism.

Kimia Aksir

10. Have you contacted a prospective supervisor?

I am still in the process of contacting a prospective supervisor.