

A REPORT ON DEVELOPMENT OF A WEB PLATFORM TO IMPROVE DECISIONS MADE BY FOOTBALL CLUBS IN THE TRANSFERMARKET

BY

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ABSTRACT

This report was written as part of the MSc Information Technology project for Birkbeck University. It presents an analysis of the "Brain Ball" platform, accessible at "brain-ball.vercel.app/". This platform interfaces with the TransferMarket API to deliver football data. A focal point of the report is the platform's capability to offer sporting directors and analysts objective insights by comparing player performance statistics against their market valuations. Technological decisions encompass the adoption of Svelte for streamlined web interface development and PHP for backend support. Hosting considerations were made, with Fly.io for backend deployment and Vercel for the frontend, emphasizing resource optimization and cost-effectiveness considering the scale of the project . The integration and testing frameworks, including tools like Insomnia for API endpoint verifications, are also elaborated upon. In conclusion, this document provides a comprehensive, technical overview of a data-centric football analytics tool's construction and its underlying decisions.

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1 Introduction

Football globally, has undergone significant transformations, especially in the realm of player transfers. Navigating this complex domain involves striking a balance between the aspirations of clubs, intermediaries, and players. Central to this challenge is aligning a player's on-pitch performance with their market valuation, as these decisions profoundly influence a club's forthcoming seasons.

The landscape of football transfers was notably reshaped following the 1995 Bosman ruling by the Court of Justice of the European Union (Teasdale et al 2012). Subsequent to this ruling, players and their contractual agreements became vital assets, elevating the importance of precise market valuations.

Building on this, Kim, Bui, and Jung (2019) proffered a distinctive method. Their data-driven strategy linked players' recent on-field achievements to their transfer fees, shedding light on the elements affecting player valuations.

Similarly, Franceschi et al.'s 2023 research underscored the intricacies of player valuations in a dynamic transfer market (Franceschi et al., 2023). Their analysis elaborated on the multifaceted considerations when determining a player's market position.

In response to this evolving landscape, my project, titled "DEVELOPMENT OF A WEB PLATFORM TO IMPROVE DECISIONS MADE BY FOOTBALL CLUBS IN THE TRANSFERMARKET," harnesses data analytics combined with the potential of the Transfermarkt API. By consolidating player metrics, performance indices, and transfer data, this platform offers a holistic viewpoint on player competencies and their market valuation. The aim

is to equip clubs with detailed insights for making well-informed decisions during transfer periods.

Given the intricate nature of today's football transfer environment, empirical data-driven tools are essential. This project strives to introduce a solution that aids clubs in their objective decision-making processes within the transfer market.

2 MOTIVATION

Over the years, it's become evident that football clubs sometimes rush into decisions, mainly due to the limited insights they gain from basic player statistics. This often leads to an overshadowing of genuine talent, largely due to the media spotlight on more popular players. The real essence of football extends beyond just the field and passionate fans; it also encompasses the art of discovering and nurturing raw talent.

Consider the journey of N'Golo Kanté and Jamie Vardy. Both, before etching their names into football's hall of fame with their exceptional skill sets, were hidden talents in the lower leagues of English football. They played pivotal roles in turning Leicester City's Premier League title dream into reality in 2016. However, prior to this triumphant season, they were unsung heroes in the lesser-known leagues. This raises an intriguing question: how many such latent talents are out there, awaiting their moment of recognition?

This observation has been the driving force behind my initiative. The need for a comprehensive platform that offers a holistic view of player stats, including those from lower leagues, is paramount. Such a platform can not only spotlight unrecognized talent but also offer clubs a clearer path to make well-informed decisions.

In today's world, where football clubs operate increasingly like business enterprises, a tool offering this detailed insight can be revolutionary. If a tool like this was available earlier, it might have propelled talents like Kanté and Vardy into the limelight much sooner, potentially altering their career trajectories and the success stories of the clubs they joined.

However, a noticeable gap remains. While there are platforms which provide extensive data, none couples player statistics with their market valuations. Decisions in football transfers are multi-dimensional, requiring both an understanding of a player's skillset and their financial value. The lack of a unified platform that offers both dimensions often leaves stakeholders juggling between varied sources.

This is where "Brain Ball" steps in. My web application aims to bridge this divide, intertwining in-depth performance statistics with players' market worth. Moreover, a standout feature of Brain Ball is its focus on the under-explored lower leagues like the Eredivise and Bundesliga 2. Often eclipsed by their more glamorous counterparts, these leagues harbor potential stars waiting to be discovered. By bringing them into the limelight, Brain Ball ensures that clubs can make informed decisions, balancing performance considerations with economic prudence.

In summary , while Squawka and WhoScored have paved the initial path in football data analytics, Brain Ball aims to enhance and refine it. It's not just another tool in the toolbox but a holistic guide designed to empower clubs, especially emphasizing the value hidden in the depths of the lower leagues.

3 Literature Review

3.1 Determining Factors in Football Player Valuations: An In-depth Examination

The football landscape, ever in flux, witnessed a seismic shift post the groundbreaking Bosman ruling of 1995. This pivotal juncture in football's legal and economic history catalyzed an explosion in the player transfer market. As clubs, agents, and players grappled with determining a player's true worth in this evolving context, by 2019, an astonishing 7.35 billion dollars was spent on international transfers, predominantly involving players already under contractual obligations (FIFA TMS, 2020).

Prompted by this shift, academia began to regard footballers not merely as sportsmen but as pivotal intangible assets for football organizations . With football's pronounced tilt towards talent rather than tangible assets, the urgent need to precisely appraise this talent became indispensable for different purposes, ranging from financial documentation to strategic contract negotiations.

Amidst this backdrop, the investigative work by Franceschi et al. (2023) emerges as a beacon, meticulously dissecting the nuances of player valuations. They delve into the vast academic labyrinth, which often appears bewildering due to the multitude of disparate independent variables employed across varied studies. For clarity and coherence, they distilled their focus on a curated set of ten universally acknowledged variables:

- Player's Age and its square derivative: Usually linked with the transfer date.
- On-field Duration: Reflects the total time a player actively participated during the previous season.
- Scoring Metrics: A tally of goals secured in the antecedent season.
- Game Impact through Assists: Captured by the assists marked in the preceding season.
- Behavioral Indicators: Chronicling the yellow and red cards accrued in the last season.
- Match Involvement: Tabulating the frequency of a player's participation, typically gauged seasonally.
- International Representation: A binary criterion indicating a player's involvement with their senior national team.
- Ambipedal Proficiency: A parameter spotlighting a player's skill to proficiently use both feet.

A microscopic examination reveals discerning patterns. Performance determinants such as goals and assists, indicative of a player's pivotal contributions, are frequently scrutinized collectively. Similarly, behavioral metrics, encompassed by yellow and red cards, shed light on a player's on-pitch demeanor. While scoring prowess and game-making capabilities invariably augment a player's valuation, perceptions around behavioral aspects remain equivocal. Moreover, indicators that highlight a player's game involvement, be it their cumulative playing minutes or game tallies, generally exhibit a positive association with their valuation.

However, a standout facet of Franceschi et al.'s (2023) revelations is the recognition that perceived disparities across myriad studies often stem from intricate interdependencies between variables. Varied research protocols, compounded by the intricate synergy of steadfast and fluctuating elements, highlight the intricacies of appraising player worth.

To encapsulate, the rigorous study by Franceschi and colleagues offers a granular insight into the multifaceted dynamics influencing football player valuations. Their exhaustive review elucidates the interdependence of diverse determinants, accentuating the imperativeness of a holistic lens in the appraisal of contemporary football talent.

3.2 Grasping the Data Landscape in Sports

In the ever-evolving arena of sports transfers, there's a vast array of detailed data resources to delve into. These offer invaluable insights to researchers interested in determining the valuation of soccer players. Central to this exploration is Li's study, "When Moneyball Meets the Beautiful Game: A Predictive Analytics Approach to Exploring Key Drivers for Soccer Player Valuation" (Li, 2021).

These data sets encompass a broad spectrum of information: from simple demographics to intricate metrics of technical prowess and game performance. At the heart of this treasure trove are two databases, Sofifa and Transfermarkt.com. Both platforms have garnered respect for their depth and reliability of information in the world of soccer analytics (Li, 2021).

Established in Germany at the dawn of the new millennium, Transfermarkt.com stands out for its unique crowd-sourced approach towards assessing the market values of soccer players. Li (2021) made use of a popular Python library, 'Beautiful Soup', to extract valuable data from this platform, focusing on crucial metrics like club transfer balances.

Sofifa, on the other hand, offers a novel perspective on player valuation. It assimilates ratings from the widely acclaimed FIFA video game series, which mirrors attributes from real-world player performances. However, as highlighted in the study, pinpointing a player's actual worth isn't a straightforward task. While players may have an assigned market value, these figures only crystallize when a transfer occurs, making it a challenging landscape for researchers to navigate.

Transfermarkt.com, with its layered approach to valuations, offers a beacon of clarity in this murky domain. It capitalizes on the collective intelligence of its vast user community, thereby ensuring that the final valuations are not only democratic but also well-filtered and balanced (Li, 2021).

3.2.1 Fine-tuning Data for Better Insights

When venturing deeper into these databases, it becomes evident that each player record is unique. One challenge that researchers face is the absence of a consistent identifier across different platforms. While names could serve as a potential marker, they're often subject to linguistic variations and interpretations.

Li's strategy in circumventing this challenge was both innovative and efficient. By combining player names with their birthdates, he managed to achieve a significant match rate with the Transfermarkt.com dataset. For any discrepancies that remained, a nuanced matching technique was employed, which prioritized approximate matches over exact ones, ensuring maximum data fidelity (Li, 2021).

Once the raw data was assimilated, it underwent a process of refinement. This is a crucial step in data analytics, known as feature engineering, where data is restructured to better fit machine learning models. Techniques such as principal component analysis (PCA) have been previously suggested as effective methods for this stage of data preprocessing.

In conclusion, Li's research in 2021 provides an in-depth dive into the complexities of soccer player valuation. Through a meticulous examination of data sources and by harnessing advanced analytical techniques, this study offers significant guidance for future endeavors in this sphere.

3.3 The Impetus of Data-Driven Analysis in Football Transfer Decisions

3.3.1 Origins and Evolution

Modern football is more than the passionate matches played on the pitch; it intertwines with statistical analysis, evolving scouting processes, and strategic transfer decisions. 'Moneyball', rooted in Baseball, was one of the first instances where data analytics influenced sports decisions. Lewis (2004) documented how the Oakland Athletics baseball team revolutionized the identification of undervalued players through a technical skills emphasis. This analytical approach eventually became a cornerstone in Baseball.

In the basketball realm, the "Moreyball" methodology took center stage. Named after NBA team owner Morey, it concentrated on player performance data to formulate novel gameplay strategies

(Catalfano, 2015). As these methodologies proliferated across major US sports, the integration of similar techniques in football transfer decisions is still progressing.

3.3.2 Challenges and Potential in Football's Landscape

Football's dynamics present unique challenges for statistical implementation. For instance, a football match typically sees fewer goals than the field goals in a basketball game. This low scoring nature means a single event, such as an unforeseen deflection resulting in a goal, can profoundly influence the match's trajectory. Such unpredictability isn't as pronounced in high-scoring games like basketball.

Furthermore, the fluid nature of football, in contrast with the more static nature of sports like Baseball, amplifies the complexities of translating actions into statistics (Sumpter, 2016).

Nevertheless, the football analytics domain has been innovating. Metrics like 'Expected Goals' and 'Expected Assists' analyze numerous game actions, ushering new performance evaluation methods that when a player consistently outperforms their expected goals, it hints at extraordinary prowess, a trait seen in iconic players like Cristiano Ronaldo. Players are hired by teams in the hope that they strengthen the team so that the sporting success is increased. The salary of the player then depends on the value he adds to this (Ruijg et al 2014).

3.3.3 Integration of Data Analysis in Scouting Processes

Scouting in football is undergoing a transformation. Traditional approaches, such as direct stadium observations, are gradually being overshadowed by more data-driven methods. Innovative metrics, including 'Pitch Control' and 'Packing', are now staples in many scouting reports .

Weinreich's work reflects this transition. Through semi-structured interviews with recruitment analysts and data specialists across Europe's elite football leagues, there's a discernible shift towards these cutting-edge methodologies (Weinreich, P.A., 2021).

3.3.4 Implications for the Transfer Market Web Application

Embedding these sophisticated analytics in a Web platform offers unparalleled advantages for football clubs in the transfer market. Harnessing detailed data analytics ensures clubs can make more enlightened decisions, effectively reducing risks and maximizing potential returns.

3.4 Power of Player assets

In 2021, Neri et al. explored the intricate relationship between the financial strategies of Serie A football clubs and their transfer activities, particularly against the backdrop of the Financial Fair Play (FFP) rules. Their study highlighted dependency of these clubs on player trading to maintain financial equilibrium. This interplay between finances and player transfers underscores the importance of our project, which aspires to enhance transfer decisions using in-depth data-driven insights, reflecting the complex nuances of the football transfer market (Neri et al., 2021).

3.5 Exploring the Nexus Between Footballer's On-field Prowess and Their Market Worth

The evolution of football analytics has greatly impacted the game. At the heart of this change is understanding a player's worth both in terms of monetary value and on-field contribution.

3.5.1 The Role of Estimations in Player Valuation

In modern football, it's essential to have an accurate gauge of each player's value and on-pitch impact. A persistent challenge in this domain is the sporadic transfer activity; not all players switch clubs annually. As a result, determining their current market value is often tricky (He et al., n.d 2015.).

For instance, focusing on a specific season in La Liga, only a small fraction of players (37 out of 381) transferred clubs. This underlines the difficulty in acquiring genuine market values. In response to this, analysts have turned to proxy variables. A popular method, Transfer Market's valuation, uses algorithms to project a player's worth in hypothetical transfers. Similarly, WhoScored offers performance ratings, ranging from 0-10. These metrics, although highly beneficial, remain proprietary and are not publicly disclosed (He et al., n.d.).

3.5.2 Bridging the Gap: Approximated Versus Actual Values

A significant aspect of football analytics is decoding the relationship between estimated and actual values. Transfer Market valuations, interestingly, often mirror the final transfer sums paid. However, the link between genuine performance metrics and estimated ones isn't always linear, though a pattern is observable (He et al., n.d.).

Using machine learning algorithms can refine this analytical process. By merging diverse datasets and juxtaposing actual and proxy figures, analysts can craft a holistic model for player valuation and assessment.

3.5.3 The Goal: Crafting Predictive Models for Player Worth and Performance

The ultimate aim is to develop reliable regression models for determining Market Value and Performance. The gold standard for such a model would have an elevated R² score, indicating its precision, would be unencumbered by excessive variables, and critically, would be decipherable for deeper analyses (He et al., n.d.).

3.5.4 Connection to Our Study

Grasping the nuances of player valuations and performance indicators is vital for our study. By examining methodologies by experts like He, Cachucho, and Knobbe, we obtain a clearer perspective on analytical methods and real-world applications. This expertise not only anchors our research but also provides a metric to evaluate our methods.

4 APPLICATIONS

4.1 USER STORIES

User Role	I want to	So that I can
Club Sporting Director	compare the statistics of similar players	make informed decisions during player acquisition.
Football Analyst	view a player's market valuations throughout their career	quickly access their stats and market valuation.
Team Manager	see performance data of players from different competitions	gauge how they perform under pressure.
Club Owner	compare the performance and market valuation of players	make financially prudent decisions during the transfer

		window.	
Scout	use the platform to access real-time data on emerging players	spot the next big talent.	
Journalist	retrieve data about specific competitions and seasons	write informed articles about the sport.	
User	be able to register my account on the "Brain Ball" platform	have personalized experiences and save my preferences for future visits.	
User	sign in to the "Brain Ball" platform	access my saved preferences and interact with the platform seamlessly.	
Fan	see my club's squad list for a particular season	be informed about who's in and who's out.	
User	search for a specific player	quickly access their stats and market valuation.	

Brain Ball, a comprehensive tool tailored for diverse stakeholders in the football industry, is designed to cater to a spectrum of user needs. Whether it's a Club Sporting Director looking to make informed player acquisitions, a Football Analyst assessing value trends, or a Team Manager evaluating player performance under varied pressures, this platform delivers. By encapsulating an array of user stories, from fans to journalists, Brain Ball ensures that data-driven decisions in football are accessible, insightful, and strategic.

4.2 Performance and Valuation - Two Sides of the Same Coin:

Performance on the pitch and market valuation can sometimes move in mysterious ways. Two players might have near-identical performance metrics, yet their market valuations could differ significantly. This discrepancy might arise from factors like a player's age, marketing appeal, potential for future growth, or even off-pitch behavior. Recognizing these disparities is crucial.

Brain Ball integrates both performance analysis and financial prudence into a cohesive view. The platform enables analysts to juxtapose a player's on-pitch contributions with their market trends. A striker might be netting goals consistently but what if they're approaching the twilight of their

career, and their market value reflects that decline? On the flip side, a young midfielder might show sparks of brilliance but hasn't reached a valuation peak, indicating room for growth and a potentially wise investment for the future.

Through Brain Ball, clubs can find those players whose performance justifies their price tag, ensuring both sporting success and financial prudence. Furthermore, spotting undervalued gems or overpriced stars becomes more straightforward. Such insights empower clubs to make important transfer decisions, optimizing both their squad's quality and the club's financial health.

5 Design

In this chapter, we'll take a closer look at 'Brain Ball'. We'll explain how it's designed, how users carry out their tasks, and what the user interface looks like. It's all about making sure users can easily understand and use of the system.

5.1 User Interface

Brain Ball's user interface was designed to ensure that both user interaction and data presentation are optimally balanced. A glance at "figure 1" reveals the platform's Welcome page: a dedicated entry point prompting users for authentication. For newcomers, a structured registration pathway provides role-based selections, namely - analyst, scout, or sporting director , this is shown in "Figure 2". It's crucial to emphasize that these role demarcations anticipate advanced, role-specific functionalities in upcoming platform updates.

Once inside the platform, users are introduced to a dual-tiered categorization system. This dual design serves two purposes:

- To allow precise player searches based on various criteria such as league participation, seasonal performance data, club associations, and specific player details.
- To facilitate a juxtaposition of player data, enriching the decision-making mechanism within the transfer market milieu.

There on, users have the options to switch between two primary data sets: analytical player performance and market valuation metrics. One standout analytical tool, evident in "Figure 3 and Figure 4", allows for proper analysis of a player's market worth, helping users discern value trends over time, be it upward momentum, steady-state, or potential downturns. This data-driven tool is pivotal for clubs, providing a robust analytical base for transfer market strategizing and fiscal planning.

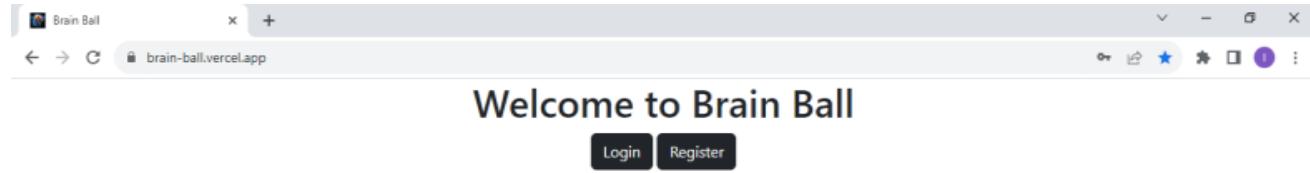


Figure 1 Welcome Page

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The screenshot shows a web browser window titled "Sign Up" with the URL "brain-ball.vercel.app/register". The page has a dark header with "Brain Ball" and a light blue footer with "Already have an account? Click [here](#) to login". The main form fields include "Full Name" (empty), "Email" (BrownChris202123@gmail.com), "Password" (*****), "Confirm Password" (empty), and a "Role" dropdown menu with options: Scout, Analyst, Manager, and Sporting Director. The "Manager" option is currently selected.

Figure 2 Registration Page

The screenshot shows a web browser window titled "Dashboard" with the URL "brain-ball.vercelapp/dashboard". The header includes "Brain Ball", "Hi, Scoot Brown", and "Logout". Below the header are two sets of dropdown filters for "Competition" (LaLiga, Ligue 1), "Season" (18/19, 18/19), and "Team" (Atlético Madrid, Olympique Lyon). Each set has a "Get Player Stats" and "Get Market Value" button. Below the filters are two tables comparing player statistics:

Competition	Games	Goals	Assists	Team
European Qualifiers	10	3	9	France
LaLiga	37	15	8	Atlético Madrid
UEFA Champions League	8	4	2	Atlético Madrid
UEFA Nations League A	4	2	0	France
International Friendlies	3	1	1	France
Copa del Rey	2	2	0	Atlético Madrid

Competition	Games	Goals	Assists	Team
European Qualifiers	6	6	8	Netherlands
Ligue 1	36	10	10	Olympique Lyon
UEFA Champions League	8	1	4	Olympique Lyon
UEFA Nations League A	4	2	0	Netherlands
International Friendlies	2	2	1	Netherlands
UEFA Nations League Finals	2	0	2	Netherlands

The bottom of the screen shows a Windows taskbar with various icons and system status.

Figure 3 Player Performance Comparison

The screenshot shows a web browser window with two side-by-side player comparison forms. The left form is for LaLiga, featuring dropdowns for 'LaLiga', '18/19', 'Atlético Madrid', and 'Antoine Griezmann'. The right form is for Ligue 1, featuring dropdowns for 'Ligue 1', '23/24', 'Paris SG', and 'Ousmane Dembélé'. Both forms have 'Get Player Stats' and 'Get Market Value' buttons. Below these forms is a table comparing six players across four columns: Age, Currency, Value, and Club. The table data is as follows:

Age	Currency	Value	Club	Age	Currency	Value	Club
32	€	25,000,000	Atlético Madrid	26	€	60,000,000	Barcelona
31	€	25,000,000	Atlético Madrid	25	€	60,000,000	Barcelona
31	€	35,000,000	Atlético Madrid	25	€	50,000,000	Barcelona
30	€	50,000,000	Atlético Madrid	25	€	30,000,000	Barcelona
30	€	50,000,000	Atlético Madrid	24	€	30,000,000	Barcelona
30	€	60,000,000	Barcelona	24	€	50,000,000	Barcelona

The Windows taskbar at the bottom includes icons for File Explorer, Edge, Mail, Photos, and others, along with system status indicators like battery level, temperature (18°C), and date/time (8:43 AM, 9/11/2023).

Figure 4 Market Value Comparison

6 Tools and Technologies

The "Brain Ball" web platform is specifically architected to present in-depth player performance metrics alongside their transfer market evaluations over the course of their professional trajectory. This allows football organizations to have a clearer perspective on investment choices. After user registration and login, they gain insights into this dynamic repository of player valuations and performance metrics.

Developing such a platform demanded an intricate blend of the latest technology and deep football data analytics. The ensuing section provides a deep dive into the specific tools and technologies chosen.

6.1 Svelte

What makes Svelte distinct? Unlike many JavaScript frameworks, Svelte acts as a compiler, converting Svelte code into a simplified JavaScript file. This approach leads to increased efficiency, ensuring users of "Brain Ball" obtain player information quickly and without delay.

6.2 Bootstrap:

Practicality with Bootstrap: Integrating Bootstrap provided a structured CSS framework, eliminating the need to craft a new CSS from scratch. This decision saved time and ensured compatibility across multiple devices. Few tweaks to Bootstrap's elements guaranteed "Brain Ball" retained its unique design ethos.

6.3 Backend with PHP

Why the preference for PHP? PHP's historical performance in web projects and its compatibility made it a suitable backend option for "Brain Ball." The synergy with TransferMarketAPI guaranteed a reliable data flow, optimizing user interaction.

6.4 Decisions on Hosting

- Backend with Fly.io: To keep operational costs in check, I opted for fly.io to host the PHP backend. The platform's offering allowed for backend deployment and facilitated the use of a PostgreSQL database, chosen for its scalability attributes.
- Frontend on Vercel: The Svelte-Vercel connection was straightforward due to shared personnel, ensuring that "Brain Ball" maintained a consistent performance globally.

6.5 Data Source - TransferMarketAPI

The essence of "Brain Ball" is rooted in timely and detailed football information. Collaborating with RapidAPI's TransferMarketAPI made certain that the platform consistently delivered fresh player data. Concurrently, the potential for an independent "Brain Ball" API is under consideration.

6.6 The Role of Insomnia in API Communication

Purpose of Insomnia: While Insomnia doesn't integrate directly with the backend, its utility in verifying API endpoints is notable. It offered capabilities like swift HTTP request formulation and data arrangement. Additionally, Insomnia's troubleshooting resources and Git features ensured efficient problem resolution and API modification tracking.

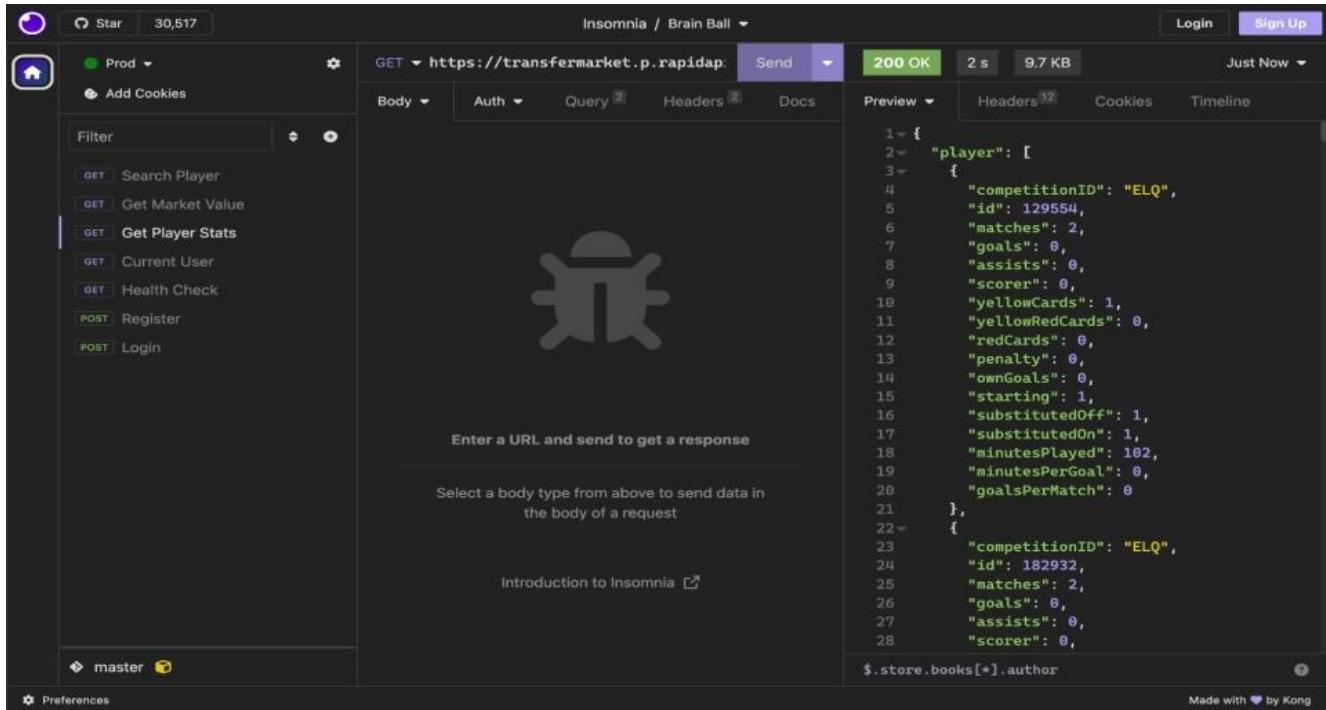


Figure 5 Insomnia Interacting with TransferMarket API

7 IMPLEMENTATION

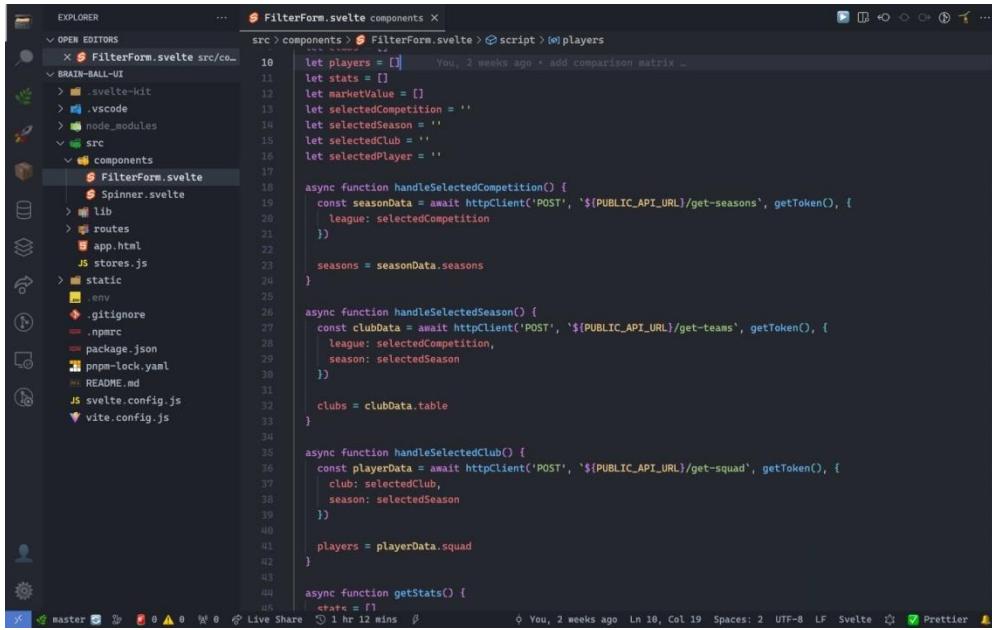
7.1 System Architecture

Breaking down "Brain Ball", we've got two main parts at play: the frontend where our users interact with the system and the backend, driven by our custom-built API.

7.1.1 Frontend Flow:

Over to the frontend, it's all about making choices. But I have made sure there's a logic to it. One choice leads to the next. For instance, when you pick a league – let's say La Liga – you're then shown the seasons that match up with that league's history. This makes sense, right? Some leagues have been around longer than others. Once you've got your season, you can see which clubs were in the mix that year, factoring in ups and downs like promotions or drop-downs. This works with the use of the Svelte code below which is structured to offer users an interactive mechanism for fetching and visualizing football data. At the heart of this user interaction are dropdown menus. Each dropdown input is dynamically bound to a user's selection using JavaScript. The code iterates over arrays of data, like competitions and seasons, using Svelte's `{#each ... as ...}` templating syntax. As a result, what is essentially raw JSON data fetched from the API is converted into structured HTML dropdown options. Moreover, based on the user's

selections, relevant player statistics or market values are retrieved. These values, again arrays in their raw form fetched from the API , are seamlessly transformed into user-friendly HTML table structures, providing a clear visual representation. This efficient conversion from JSON to HTML ensures an enhanced and informed user experience, making the code integral to the project.



```

EXPLORER          FilterForm.svelte components
OPEN EDITORS      src > components > FilterForm.svelte > script > players
BRAIN-BALL-UI
  .svelte-kit
  .vscode
  node_modules
  src
    components
      FilterForm.svelte
      Spinner.svelte
    lib
    routes
    app.html
    JS Stores.js
  static
  .env
  .gitignore
  .npmrc
  package.json
  pnpm-lock.yaml
  README.md
  JS svelte.config.js
  vite.config.js

src > components > FilterForm.svelte > script > players
10  let players = []
11  let stats = []
12  let marketValue = []
13  let selectedCompetition = ''
14  let selectedSeason = ''
15  let selectedClub = ''
16  let selectedPlayer = ''
17
18  async function handleSelectedCompetition() {
19    const seasonData = await httpClient('POST', `${PUBLIC_API_URL}/get-seasons`, getToken(), {
20      league: selectedCompetition
21    })
22
23    seasons = seasonData.seasons
24
25  }
26
27  async function handleSelectedSeason() {
28    const clubData = await httpClient('POST', `${PUBLIC_API_URL}/get-teams`, getToken(), {
29      league: selectedCompetition,
30      season: selectedSeason
31    })
32
33    clubs = clubData.table
34
35  }
36
37  async function handleSelectedClub() {
38    const playerData = await httpClient('POST', `${PUBLIC_API_URL}/get-squad`, getToken(), {
39      club: selectedClub,
40      season: selectedSeason
41    })
42
43    players = playerData.squad
44
45  }
46
47  async function getStats() {
48    stats = []
49
50    You, 2 weeks ago + add comparison matrix ...
51
52    1 hr 12 mins ⏴ You, 2 weeks ago Ln 10, Col 19 Spaces: 2 UTF-8 LF Svelte ⚡ Prettier

```

Figure 6 Svelte Code

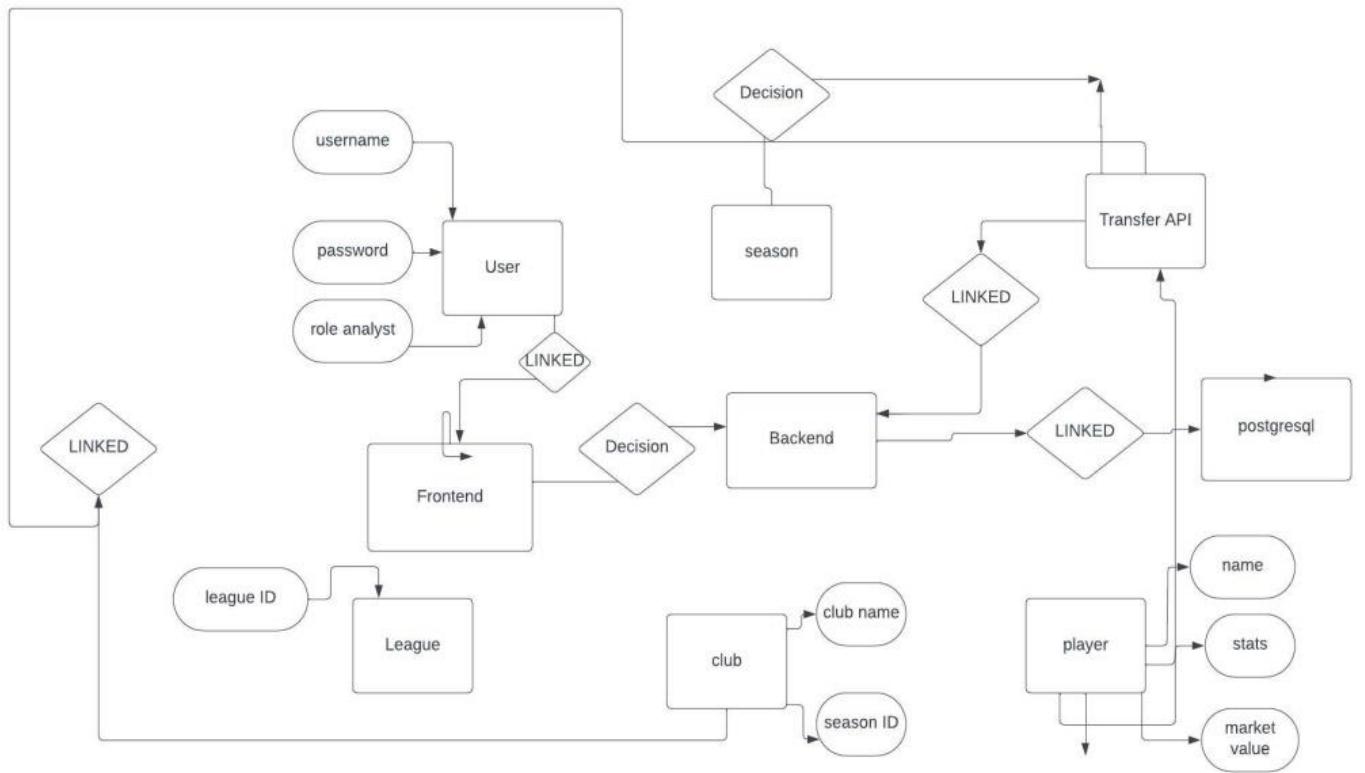


Figure 7 System Architecture relational diagram

7.2 Data Acquisition and Organization:

The core capability of the application hinges on extracting details related to players, league progressions, and market valuations. Central to this process is using Insomnia to make API calls. This mechanism facilitates data extraction in a hierarchically structured manner: starting with leagues, progressing to seasons, and culminating at club details. This sequential retrieval ensures the system presents only accurate and necessary data, enhancing operational swiftness and resourcefulness.

7.3 TRANSFER-MARKET API

This API facilitates queries related to transfer news, recent or record transfers, rumors, player market values, and is ideal for developing sports websites or applications similar to transfermarkt.com. This API serves as the primary data source for all player performance metrics and transfer valuations. It's user-friendly and offers the possibility of testing before committing to any subscription. I verified the endpoints to ensure data accuracy and confirmed it was in the JSON format. The GET search section presents various options, including player, staff, transfer, competition, statistics, and news. Upon selection, further querying options become available, and endpoint testing is facilitated in the subsequent section. The final section displays the results and provides code samples to assist in project development. I utilized my API key with Insomnia, which streamlined the data structuring process. A notable feature of the Transfer Market API is its automatic updates, ensuring Brain Ball's data remains current. This automatic web scraping carried out by the TRANSFER MARKET API is a significant benefit, guaranteeing that API service users always have access to the most recent information.

The screenshot shows the TransferMarket API page on RapidAPI. At the top, there's a navigation bar with links for API Hub, Organizations, Apps, My APIs, and a search bar. Below the header, the API details are shown: **TransferMarket**, **FREEMIUM**, **Verified**. It has a popularity rating of **9.9 / 10**, latency of **1,831ms**, and service level of **100%**. The **Endpoints** tab is selected, showing a list of endpoints: **GET search**, **club**, **player**, and **staff**. To the right of the endpoints, there's a search bar for "Search for relating players, clubs, competitions, etc... by familiar term or phrase". Below the search bar, there's a "Personal Account" dropdown menu. On the right side of the page, there are tabs for **Code Snippets**, **Example Responses**, and **Results**. Under the **Code Snippets** tab, there's a code snippet for Node.js Axios:

```
(Node.js) Axios
const axios = require('axios');

const options = {
  method: 'GET',
  url: 'https://transfermarket.p.rapidapi.com/search',
  params: {
    query: 'Chelsea',
    domain: 'de'
  }
}

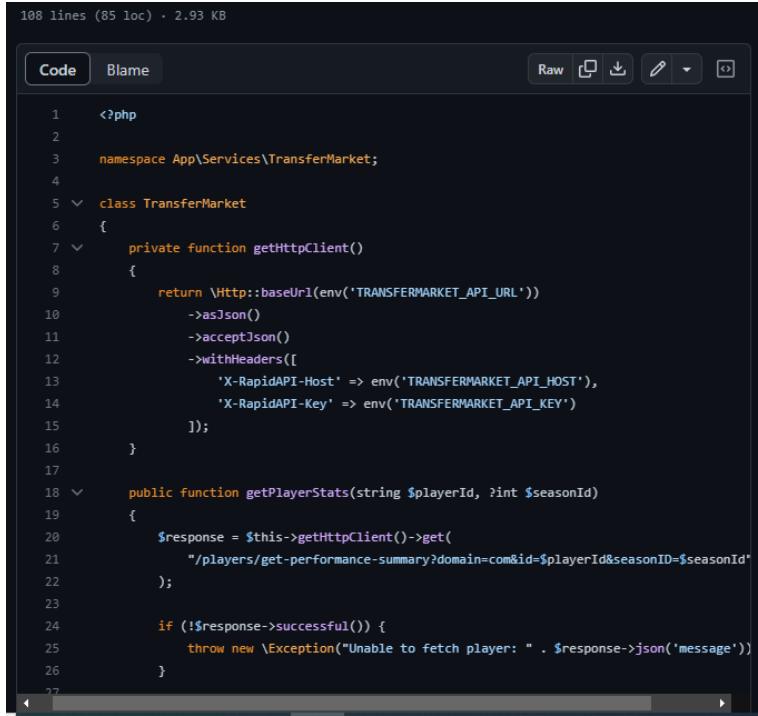
const response = await axios.request(options);
console.log(response.data);
```

Figure 8 Transfer Market API Webpage

7.4 Diving into the Backend:

At the heart of the backend, there are two main tasks . Firstly, keeping track of all the user details, placing them safely into our Postgresql database. At the same time,pulling all the important player details from the external TransferMarket API. The TransferMarket.php file is utilized to communicate with the external TransferMarket API The TransferMarket class in PHP serves as a fundamental gateway to our football data. At its core, the getHttpClient method initializes an HTTP client tailored for the TransferMarket API, ensuring the right headers and base URL are in place. This setup fuels a range of methods, each with a distinct purpose: from fetching player statistics and their market value to retrieving lists of competitions, teams, and even entire squads for particular seasons. Upon invoking these methods, an HTTP GET request is dispatched to the TransferMarket API. The response's validity is immediately assessed, and any anomalies trigger an exception. If all runs smoothly, the user is presented with data in a JSON format. For example: The getCompetitions method gets a list of default competitions, The getSeasons method retrieves all seasons available for a specific league Here is the interesting part: All these stats and details have been pulled down to just six main methods – Player names , League names , Club Rundowns, Season Histories, On-the-Pitch Stats, and Valuation Figures. Keeping it to these six methods means we're not overloading with too many API calls.

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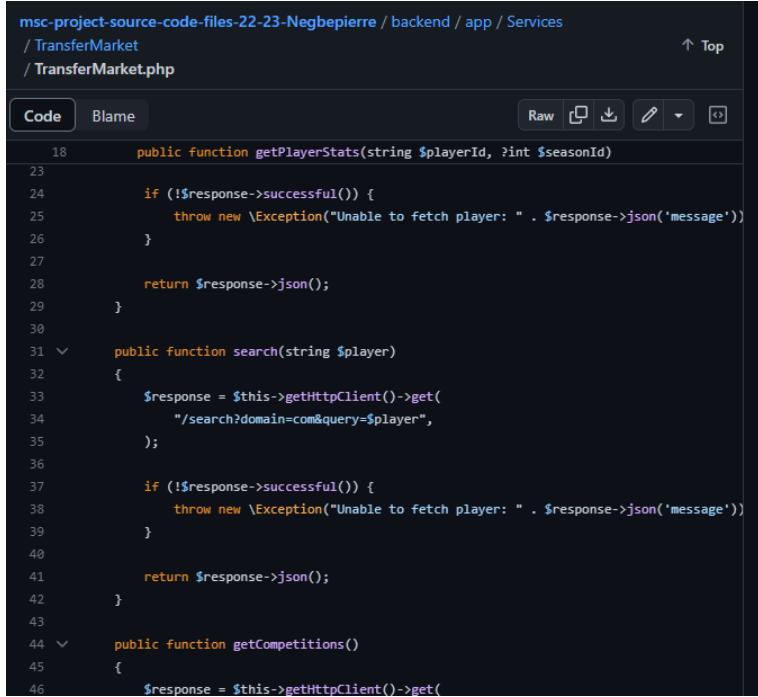


108 lines (85 loc) • 2.93 KB

Code Blame Raw ⌂ ⌄ ⌅ ⌆ ⌇

```
1 <?php
2
3 namespace App\Services\TransferMarket;
4
5 class TransferMarket
6 {
7     private function getHttpClient()
8     {
9         return \Http::baseUrl(env('TRANSFERMARKET_API_URL'))
10            ->asJson()
11            ->acceptJson()
12            ->withHeaders([
13                'X-RapidAPI-Host' => env('TRANSFERMARKET_API_HOST'),
14                'X-RapidAPI-Key' => env('TRANSFERMARKET_API_KEY')
15            ]);
16     }
17
18     public function getPlayerStats(string $playerId, ?int $seasonId)
19     {
20         $response = $this->getHttpClient()->get(
21             "/players/get-performance-summary?domain=com&id=$playerId&seasonID=$seasonId"
22         );
23
24         if (!$response->successful()) {
25             throw new \Exception("Unable to fetch player: " . $response->json('message'))
26         }
27     }
28 }
```

Figure 9 TransferMarket.php 1



msc-project-source-code-files-22-23-Negbepierre / backend / app / Services

/TransferMarket
/TransferMarket.php ↑ Top

Code Blame Raw ⌂ ⌄ ⌅ ⌆ ⌇

```
18     public function getPlayerStats(string $playerId, ?int $seasonId)
19
20         if (!$response->successful()) {
21             throw new \Exception("Unable to fetch player: " . $response->json('message'))
22         }
23
24         return $response->json();
25     }
26
27
28     public function search(string $player)
29     {
30         $response = $this->getHttpClient()->get(
31             "/search?domain=com&query=$player",
32         );
33
34         if (!$response->successful()) {
35             throw new \Exception("Unable to fetch player: " . $response->json('message'))
36         }
37
38         return $response->json();
39     }
40
41
42     public function getCompetitions()
43     {
44         $response = $this->getHttpClient()->get(
45             "/competitions?domain=com"
46         );
47
48         if (!$response->successful()) {
49             throw new \Exception("Unable to fetch competitions: " . $response->json('message'))
50         }
51
52         return $response->json();
53     }
54 }
```

Figure 10 Transfer market.php 2

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/ TransferMarket
/ TransferMarket.php

↑ Top

Code Blame Raw ⌂ ⌄ ⌅ ⌆ ⌇

```
44     public function getCompetitions()
45         "/competitions/list-default?domain=com",
46     );
47
48     if (!$response->successful()) {
49         throw new \Exception("Unable to fetch competitions: " . $response->json('message'));
50     }
51
52     return $response->json();
53
54 }
55
56
57 public function getSeasons(string $league)
58 {
59     $response = $this->getHttpClient()->get(
60         "/competitions/list-seasons?domain=com&id=$league",
61     );
62
63     if (!$response->successful()) {
64         throw new \Exception("Unable to fetch seasons: " . $response->json('message'));
65     }
66
67     return $response->json();
68 }
69
70 public function getTeams(string $league, int $seasonId)
```

Figure 11 Transfer-market.php 3

msc-project-source-code-files-22-23-Negbepierre / backend / app / Services

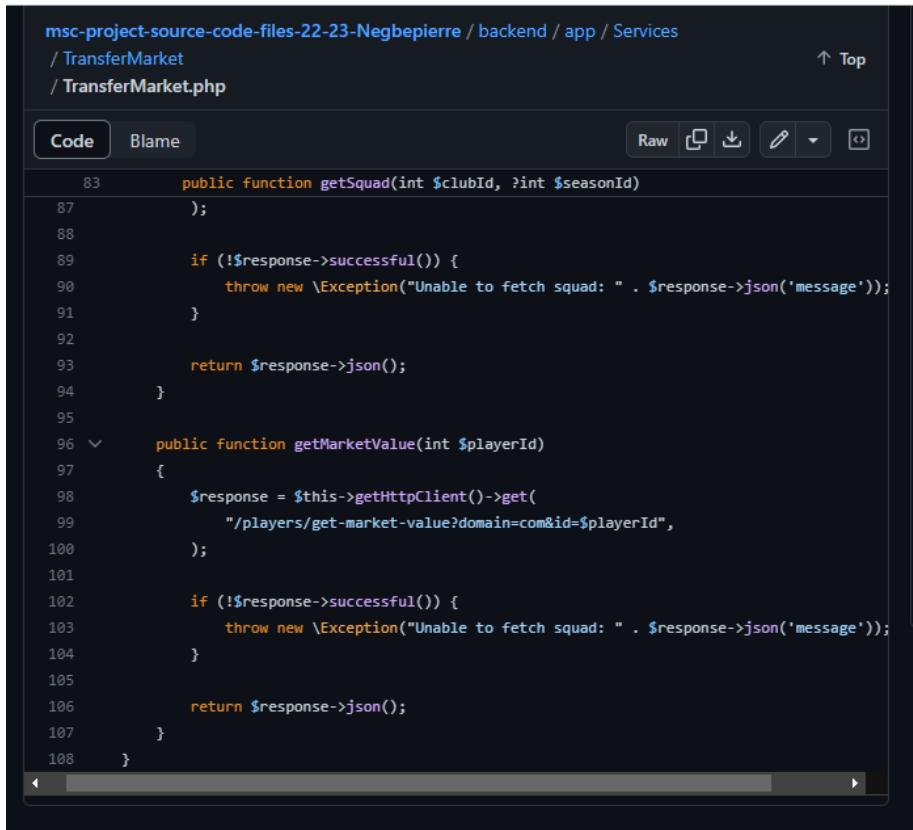
/ TransferMarket
/ TransferMarket.php

[Raw](#) [Copy](#) [Download](#) [Edit](#) [Delete](#)

Code **Blame**

```
57     public function getSeasons(string $league)
58     {
59         return $response->json();
60     }
61
62     public function getTeams(string $league, int $seasonId)
63     {
64         $response = $this->getHttpClient()->get(
65             "/competitions/get-table?domain=com&id=$league&seasonID=$seasonId",
66         );
67
68         if (!$response->successful()) {
69             throw new \Exception("Unable to fetch teams: " . $response->json('message'));
70         }
71
72         return $response->json();
73     }
74
75     public function getSquad(int $clubId, ?int $seasonId)
76     {
77         $response = $this->getHttpClient()->get(
78             "/clubs/get-squad?domain=com&id=$clubId&saison_id=$seasonId",
79         );
80
81         if (!$response->successful()) {
82             throw new \Exception("Unable to fetch squad: " . $response->json('message'));
83         }
84
85         return $response->json();
86     }
87
88     public function getMatch(string $league, int $matchId)
89     {
90         $response = $this->getHttpClient()->get(
91             "/competitions/get-match?domain=com&id=$league&id=$matchId",
92         );
93
94         if (!$response->successful()) {
95             throw new \Exception("Unable to fetch match: " . $response->json('message'));
96         }
97
98         return $response->json();
99     }
100 }
```

Figure 12 Transfer Market.php 4



The screenshot shows a code editor interface with the following details:

- Path: msc-project-source-code-files-22-23-Negbepierre / backend / app / Services
- File: TransferMarket.php
- Line 83: `public function getSquad(int $clubId, ?int $seasonId)`
- Line 87: `);`
- Line 88: `88`
- Line 89: `89 if (!$response->successful()) {`
- Line 90: `90 throw new \Exception("Unable to fetch squad: " . $response->json('message'));`
- Line 91: `91 }`
- Line 92: `92`
- Line 93: `93 return $response->json();`
- Line 94: `94 }`
- Line 95: `95`
- Line 96: `96 public function getMarketValue(int $playerId)`
- Line 97: `97 {`
- Line 98: `98 $response = $this->getHttpClient()->get(`
- Line 99: `99 "/players/get-market-value?domain=com&id=$playerId",`
- Line 100: `100);`
- Line 101: `101`
- Line 102: `102 if (!$response->successful()) {`
- Line 103: `103 throw new \Exception("Unable to fetch squad: " . $response->json('message'));`
- Line 104: `104 }`
- Line 105: `105 return $response->json();`
- Line 106: `106 }`
- Line 107: `107 }`
- Line 108: `108 }`

Figure 13 Transfer Market.php 5

8 TESTING

During the Brain Ball development, a systematic approach to testing was taken to verify platform stability and accuracy. The Insomnia tool played a pivotal role in checking the effectiveness of the API endpoints, helping to understand data consistency, response times, and the backend's ability to manage unexpected scenarios. On the other side, hands-on manual checks were performed on the front end. This included scrutinizing the user interface elements, ensuring smooth user interactions, and identifying potential issues. This dual testing method was crucial in confirming that Brain Ball met its operational requirements and provided a straightforward user experience prior to its final release.

9 Conclusion and Evaluation

The "Brain Ball" platform significantly advances the landscape of football analytics tools in a few notable dimensions. Its crowning feature is the dual ability to view both a player's performance data and their market valuation concurrently. This combination is invaluable for sporting directors and analysts, enabling them to merge on-field performance with financial metrics, providing a holistic view of a player's worth. Moreover, the platform facilitates a comprehensive player comparison, allowing professionals to discern a player's performance not just across seasons but specifically in high-stake tournaments. This insight is particularly potent in discerning a player's resilience and aptitude in top-tier competitions.

Yet, like all endeavors, there's space for growth. An initial challenge is the limitations of the TransferMarket API, which could affect the depth of data accessed. Future versions could benefit from joining multiple data sources to offer a richer analytical experience or creation of a brain ball API . The platform's user-centric approach is commendable, but features like collaboration or insights-sharing among users could elevate its utility. Time constraints meant that direct comparisons of multiple players on specific metrics were left on the drafting table, but future versions could embed this, making player evaluations even more robust. Lastly, as the platform is tailored for individual users, scaling it for simultaneous use by a multitude of users necessitates a shift to a multi-threaded system. Additionally, user sessions would be pivotal to proficiently manage individual data and preferences.

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