



Insider (Formerly SOCIAPlus) Champions League:

In this project, we expect you to complete a simulation. In this simulation, there will be a group of football teams and the simulation will show match results and the league table. Your task is to estimate the final league table.

League Rules:

-There will be four teams in the league (if you wish, you can choose teams that have different strengths and you can determine the results of the matches depending on the strengths of these selected teams).

-Other rules in the league (scoring, points, goal difference, etc.) will be the same as the rules of the Premier League.

<http://www.premierleague.com/en-gb/matchday/league-table.html>

League Table							Match Results		
Teams	PTS	P	W	D	L	GD	4 th Week Match Result		
Chelsea	10	4	3	1	0	11	Chelsea	3 - 2	Liverpool
Arsenal	8	4	2	2	0	6	Arsenal	3 - 3	Manchester City
Manchester City	8	4	2	2	0	4			
Liverpool	4	4	1	1	2	0			
<input type="button" value="Play All"/>							<input type="button" value="Next Week"/>		

4 th Week Predictions of Championship	
Chelsea	%45
Arsenal	%25
Manchester City	%25
Liverpool	%5

Figure 1.a 4th Week (Before the button is clicked)

League Table							Match Results		
Teams	PTS	P	W	D	L	GD	5 th Week Match Result		
Chelsea	13	5	4	1	0	14	Manchester City	2 - 3	Chelsea
Arsenal	9	5	2	3	0	6	Arsenal	2 - 2	Liverpool
Manchester City	8	5	2	2	1	4			
Liverpool	5	5	1	2	2	-2			
<input type="button" value="Play All"/>							<input type="button" value="Next Week"/>		

5 th Week Predictions of Championship	
Chelsea	%60
Arsenal	%20
Manchester City	%15
Liverpool	%5

Figure 2.a 5th Week (After the button is clicked)



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As can be seen in Figure 1.a and Figure 2.a, each screen of the subsequent week will represent the league table and updated the match status. Moving forward, both the point scores and the results of the matches will be represented by this screen. In addition, after the 4th week, your estimation will also be represented on this screen.

Limitations / Requirements:

- The Project needs to be completed using PHP (Projects that are completed in JAVA, .net, Ruby etc. will not be taken into consideration.).
- Please use OOP.
- You will be expected to use jQuery and AJAX where applicable.
- Please deploy your Project and share your project's access link.
- We expect from you to send your code at the end of the project.

Extras (Including the following extras to your project will be regarded as a strong plus)

- After you click on the all-League Play button, play the matches automatically until the end of the League and list the results of the matches by weeks.
- Edit the results of the matches and calculate the edited results of the matches based on the content of the modified standings.

