1. Initially the app will calculate initial average values for all the skills.
2. Algorithm will use indexes of players and start creating combination based on number of players in the squad.
3. When combination is found algorithm will map that combination (indexes) to actual players, calculate average skill value and compare it to the initial average value for that skill.
4. If that value is within given range (calculated value of initial average value, deviation and average value approximation) , algorithm will proceed to check if the found set of players has the average value within the next skill and the then again within the final skill.
5. If any of the skill averages is not within range, check will drop, and algorithm will go to the next combination.
6. When single combination is within average values for all 3 skills, squad is formed.
7. Initial set of players is reduced (by players of the created team) and process is repeated.
8. In the end only, bench is left with or without the players depending on the team sizes.
9. Deviation is used for fine tuning of the search, so algorithm is not stuck searching for exact averages for too long.