



**Insider 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		4 <sup>th</sup> Week Predictions of Championship	
Teams	PTS	P	W	D	L	GD	4 <sup>th</sup> Week Match Result		Team	%
Chelsea	10	4	3	1	0	11	Chelsea	3 - 2	Liverpool	%45
Arsenal	8	4	2	2	0	6	Arsenal	3 - 3	Manchester City	%25
Manchester City	8	4	2	2	0	4				%25
Liverpool	4	4	1	1	2	0				%5

Play All Next Week

Figure 1.a 4<sup>th</sup> Week (Before the button is clicked)

League Table							Match Results		5 <sup>th</sup> Week Predictions of Championship	
Teams	PTS	P	W	D	L	GD	5 <sup>th</sup> Week Match Result		Team	%
Chelsea	13	5	4	1	0	14	Manchester City	2 - 3	Chelsea	%60
Arsenal	9	5	2	3	0	6	Arsenal	2 - 2	Liverpool	%20
Manchester City	8	5	2	2	1	4				%15
Liverpool	5	5	1	2	2	-2				%5

Play All Next Week

Figure 2.a 5<sup>th</sup> Week (After the button is clicked)

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 Javascript or its frameworks where applicable.
- Please deploy your Project and share your project's access link. (Github, Bitbucket or Gitlab)
- We expect 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.
- To use modern Javascript frameworks.
- Edit the results of the matches and calculate the edited results of the matches based on the content of the modified standings.
- Automated Unit Tests.