Fortel Network Test

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:
1. 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).
2. 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			4ᵀᴴ Week Predictions of Championship	
Teams	PTS	P	W	D	L	GD	4ᵀᴴ Week Match Result				
Chelsea	10	4	3	1	0	11	Chelsea	3 - 2	Liverpool	Chelsea	%45
Arsenal	8	4	2	2	0	6	Arsenal	3 - 3	Manchester City	Arsenal	%25
Manchester City	8	4	2	2	0	4				Manchester City	%25
Liverpool	4	4	1	1	2	0				Liverpool	%5
Play All									Next Week		

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

League Table							Match Results			5ᵀᴴ Week Predictions of Championship	
Teams	PTS	P	W	D	L	GD	5ᵀᴴ Week Match Result				
Chelsea	13	5	4	1	0	14	Manchester City	2 - 3	Chelsea	Chelsea	%60
Arsenal	9	5	2	3	0	6	Arsenal	2 - 2	Liverpool	Arsenal	%20
Manchester City	8	5	2	2	1	4				Manchester City	%15
Liverpool	5	5	1	2	2	-2				Liverpool	%5
Play All									Next Week		

Figure 2.a 5ᵗʰ 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:
1. The Project needs to be completed using Laravel (PHP).

2. OOP is basic for us. We would like to see implementation of SOLID, DRY and Design Patterns in action.
3. You will be expected to use VueJS and Axios where applicable.
4. Please deploy your Project and share your project's access link.
5. We expect from you to send your code at the end of the project.
6. UI should be based on Tailwind CSS.

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.