Verbal Description of Ballpark Bookie

Ballpark Bookie is a web application that gives users predictions about any MLB matchup they desire. Ballpark Bookie takes into account all of the statistics and data acquired during season and simplifies it into percentages that allows the users to make informed betting decisions.

We will be taking data from an API and run it through our own algorithms and databases to find out the predicted winner of a baseball game. This will appeal to users for many reasons such as: people's interest in the sport, beginners trying to get into betting world, veterans trying to compare our information with other predictive sites information, people invested in fantasy baseball, and lastly people who might want to attend a game where their team wins. This software will take in statistics about pitchers, hitters, teams' defensive abilities, previous matchups, and current performance. With our knowledge of the subject we will create a few algorithms that will give a prospective win percentage for a given team. With this win percentage we will give the user a few options and our predictions of which bets will be the most lucrative. There are other betting applications on the market, but our software will take all of the confusing mass amounts of data and simplify it for the user to make a more informed decision. Also, our application will not only be used for betting because there are other target audiences that we have mentioned above. The easy comprehension of the information we are giving the user is what will set us apart from the competition. Our project will be using the same hardware and software that is used to make any web application along with the API of our choice.

This project will cover many of the previous computer science classes we have taken at LMU. We will use many different databases that have previously been created to base our prediction algorithms off of. We also might make some databases of our own which will compare our predictions to the outcome in order to improve our software. This project will use what we have learned from algorithms when we create our own algorithms to predict the team most likely to win. This project also relates well to interaction design because we will be designing a web app. Our web app will use many API calls in order to use the available statistics and possibly to create our own databases in the future. We believe this project will allow us to expand on all our knowledge in these subjects and will challenge us.