Ballpark Bookie

February 24th

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Status Report

As of February 24th we have four API calls that we are currently focusing on and we are still looking out for more possible stats that could help our algorithm.

We recently had to change our venue function. Now it will run every team's wins and losses at a venue (stadium) to give out a percentage win stat, and if a team has not played at a venue in the last 4 years then that team will get fifty percent.

We recently had to rewrite some code from last year as we are changing from working with CSV files to working with json, so the yearly team stats function is now new and improved.

The Game Lineup call gives us the expected and actual lineup for each game. We will run the actual game lineup through our algorithm and in the future we will use the expected lineup when predicting a game. Inconsistencies with null players made initially working with this call more difficult than we had thought but we have gotten through that. This will really help with the algorithm because starting pitchers can change the way a game goes.

The Game Lineup call will work alongside the yearly player stats call. We can choose specific stats from all the players in the game and ignore some of the unnecessary aggregate team stats that we were reliant upon last semester.

We have all of these functions working as we want, returning arrays that will get run through our algorithm. Currently we are working on getting all of this data through the algorithm, while also fixing little bugs here and there. Discussion on how to improve the front end is also taking place.

Our current goal is to have a working (even if faulty) algorithm by March 28th so that we can test against real time games for the first time. We are currently on pace to reach this.