Graduate Project Proposal

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**Describe the Problem:**

* For the past 4 years, my friends and I have participated in an informal snake-chain fantasy football league (the ‘snake’ describes the way teams are drafted). I have taken the lead on creating the spreadsheet that we use to track metrics throughout the season. It can be viewed here: <https://docs.google.com/spreadsheets/d/1cU2932bNcR_NerOlOh9U23u6hbqKQlDjMmE66t3Ssjc/edit?usp=sharing> (please feel free to look at formulas and tab2 which is the data).
* The draft is currently a very manual process. We randomly decide an order, and then take turns, usually over text message. We record who chose what team-by-team by searching through the list and writing their name next to the team name.
* As for the data, the Google spreadsheet imports data from Wikipedia tables, and then indexes into the main sheet, as that was the only source I could find that would allow me to use IMPORTRANGE. However, since it is Wikipedia, if anyone so much as touches a table or modifies a link (which happens very often), it throws off everything and requires manual fixing.

**What I Hope to Accomplish:**

* I would like to recreate this in Python, and have the draft be more automated, and have the data better sourced.
* It would be great to have a Python program that takes the number and name of participants, determines a random order, and then prompts each person to choose a team (making sure it hasn’t already been chosen) until all teams have been chosen.
* Then, it could webscrape data from a more reliable sports news source (such as ESPN) via an API of sorts.
* Lastly, it could (via an API?) talk with Google sheets or some other service to generate reports for my friends to be able to see who is currently winning in the league.

**Initial List of Resources:**

* When I asked about webscraping, Professor Parker mentioned Lena will give a talk on BeautifulSoup, which seems promising.