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| JHU Fantasy Football |
| 605.782.71: Term Project, Preliminary Proposal |
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| **Chris Dibble, Eric George, & David Hybner** |
| **10/4/2012** |

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| This document serves as a work in progress and will be modified through the duration of the 605.782.71 Fall 2012 course. |

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# Modification History

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| Version Number | **Description** | **Modified Date** | **Modified By** |
| 0.1 Draft | Created initial document | 10/4/2012 | Chris Dibble |

# Introduction

## Need for Application

This application is being developed to fulfill the requirements of the course-long team project for 605.782.71: Web Application Development with Java. This application is for educational purposes only.

## Project Name

The preliminary name for our project is “JHU Fantasy Football”, hereby referred to as ‘the application’.

## Project Definition

The National Football League (NFL) is America’s most popular sport. In recent years web based games based upon real NFL game stats have become increasingly popular. These games are generally known as “Fantasy Football”. Fantasy football games typically involve many different users with unique accounts. Users can create leagues, which other users are able to join. Traditional fantasy football involves each user picking upwards of 16 NFL players to form their team. Users generally face one another each week in head-to-head games. The performance and statistics of the NFL players on team users team are converted into points, which are then used to determine the winner of the head-to-head games each week.

To be practical to complete over the duration of the course, and to be unique, “JHU Fantasy Football” will allow users to pick only one offense and one defense from the 32 professional NFL teams. The stats produced by the team as a whole (yards gained/allowed, points scored/allowed, turnover ratio, etc) will be used to determine the total score each user earns each week. Rather than having head-to-head matches, the application will simply sum up the total points earned by each user over the course of an NFL season, with the person scoring the most declared as the winner.

## Project Team Members

* Christopher Dibble
* Eric George
* David Hybner

# Requirements

## Functional Requirements

The application shall implement the following functionality:

### Registration

The application shall provide the ability for users to create a new user account with an email address and password.

### Login Authorization and Authentication

The application shall provide the ability to authorize and authenticate users via their designated user credentials.

### League Creation

The application shall provide the ability for users to create their own league.

### League Invitations

The application shall provide the ability for users to assign other users to a spot within their league.

### Offense/Defense Team Selection

The application shall provide the ability for users to select a single offense and defense from the 32 professional NFL teams.

### Scoring

The application shall automatically populate the scores for each user’s teams every Tuesday following the completion of all NFL games for a given week.

### Post-Game Scoring Analysis

The application shall provide users the ability to forensically analyze their team’s performance in past games. Data available shall include points scored and NFL statistics generated by both offense and defense.

### Offense/Defense Substitution

The application shall provide users the ability to substitute an offense or defense of their choice each given week from the pool of available offenses defenses which have yet to be claimed by other players.

### League Finalization

After the final week of regular season NFL games, the system shall tally the point totals for each user’s team and show the winner, along with the statistics for each team in the league (total points scored).