SPORTSMANSHIP

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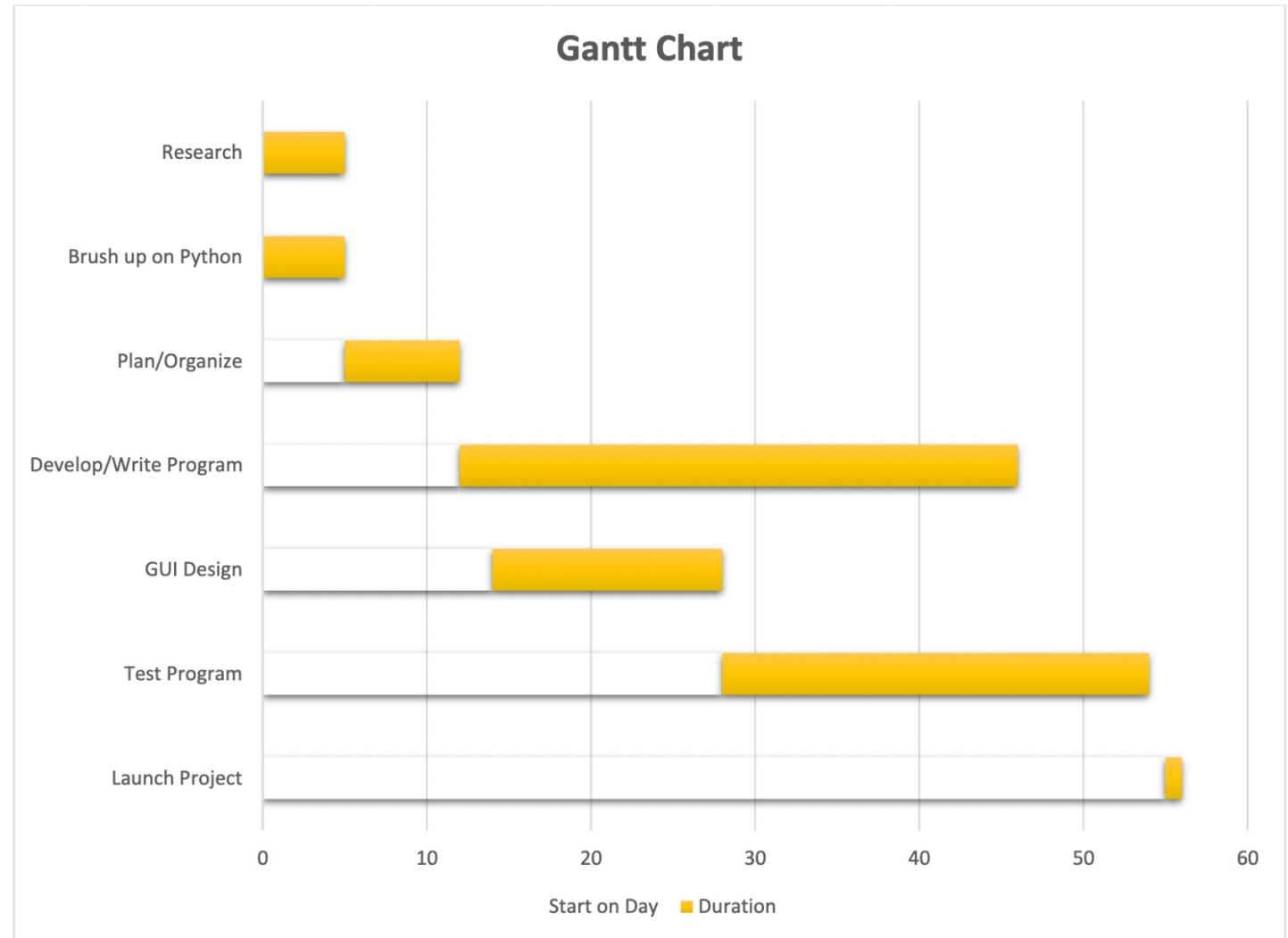
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PROJECT DESCRIPTION

- Fantasy football app

- Featuring two users who face off in head-to-head competition
  - Users will participate in a draft to select 16 players/defenses to their team
  - A team must consist of at least one quarterback, two running backs, two wide receivers, one tight end, one kicker, and one defense; the remaining seven can be of any position a player desires to serve as substitutes
  - Each week the users will select 9/16 players to "start" (count statistics from), where the nine positions must be filled as defined above;
  - The remaining 7 will be on the "bench" (ignore statistics from)
  - Player statistics will be simplified into an integer point system based on yardage, touchdowns, etc.
  - The user who ends the week with the most points will earn a point towards the season scoreboard
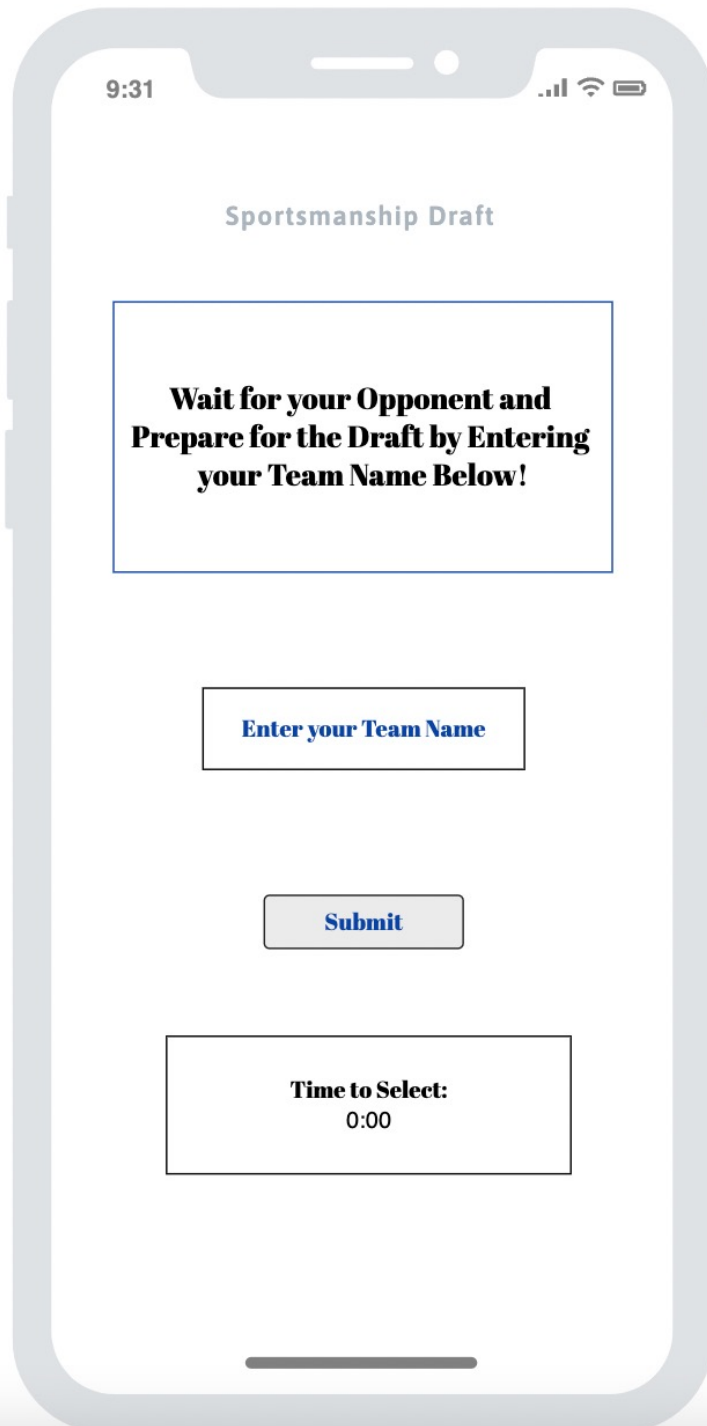 - The goal is to earn the most points on the season scoreboard

Tasks Completed and Tasks to be Completed

• Research: Complete

• Python Tutorials: Complete

• Planning and Organization: In Progress

• Development of Back End and GUI: On Deck

Gantt Chart

Research

Brush up on Python

Plan/Organize

Develop/Write Program

GUI Design

Test Program

Launch Project

0   10   20   30   40   50   60

Start on Day ■ Duration

TASKS REMAINING

- Back end
  - Draft functions
  - Functions to gather statistics
  - Statistic conversion functions
  - Head-to-head team comparison
  - Season score tracker

- GUI
  - Draft Interface: View players, view roster, view opponent roster, timer to select player.
  - Season-long Interfaces: Roster setting screen, view live scoring, view season scoreboard, view opponent roster.

- ❑ Testing
- ❑ Launch and Present