Team 1 – Final Project

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Third Burndown Chart:

https://docs.google.com/spreadsheets/d/1u9R3xvvVGw5qKLPFANkEhOy-WkIOc5WLjuOxTKng9hA/edit#gid=1060632366

Second Burndown Chart:

<https://docs.google.com/spreadsheets/d/1Gm1YtmfpgginKyaWOyMVg3KYvCpFk_V_eWVK-Od17zA/edit#gid=1060632366>

Features Planned to be Implemented:

* Four primary classes: Driver, Player, Team, and Methods
  + Driver class will implement the TUI
    - Main Menu
    - User input error catching
    - Save/Quit functionality
      * Test cases to create accurate file/match against preexisting file
    - Display players in list format
      * 20 at a time
      * Can Move through list previous 20/next20
      * Search for specific player
      * Ability to display ALL players or subset based on:
        + Position
        + Team
        + Batting Average
  + Player class will track information and statistics of each player
    - Ability to read .txt file to create 200 player objects
      * Account for null data fields
    - Data field for each provided stat for players
    - Which team they have been drafted to/free agent
    - Order in which they have been drafted
  + Team class will track each team’s roster
    - Data field for each position, team owner, team number, team name
    - Access the TUI to display player lists
    - Output/Display Roster of current team/unfilled positions
    - Methods to draft or identify draftees by other participants
    - Methods to release a player to Free Agent or trade to another team
    - Program will initialize with a Team of ‘Free Agents’ to be pulled from
      * Second arraylist of team ‘All Players’
  + EVALFUN and PEVALFUN functions will allow for users to evaluate/rank players based on a user-inputted equation (i.e, BA+OBP).