Team 1 – Final Project

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Burndown Chart:

<https://docs.google.com/spreadsheets/d/1NH1tAT1hsesZ4_WbIaOB4jMlL68yIHA7Esk1RrHd9zo/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
  + Player class will track information and statistics of each player
    - 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
    - Players filling each slot
    - Methods to draft or identify draftees by other participants
  + Methods class will include:
    - Other methods to manage the databases and other fantasy draft functions