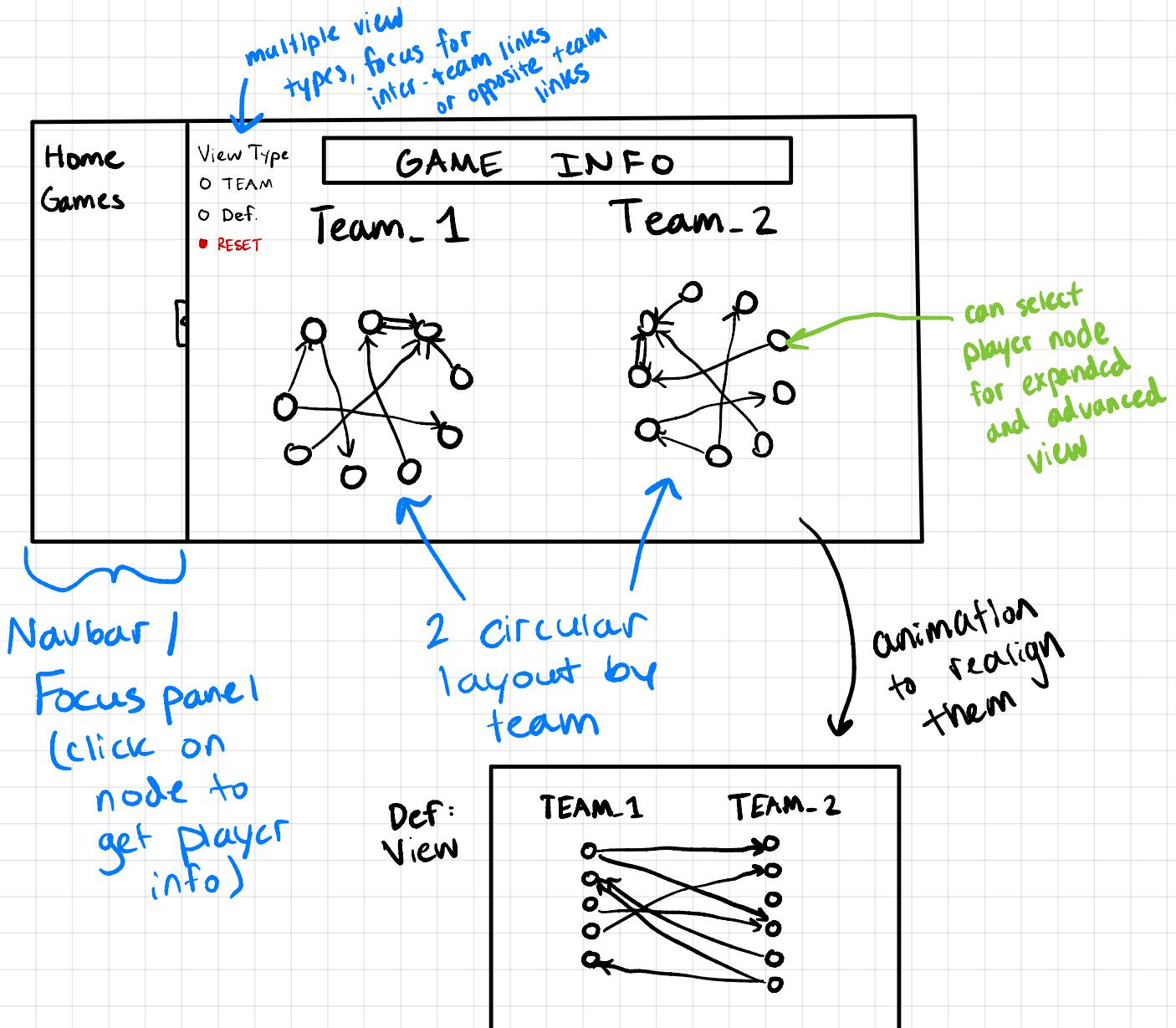
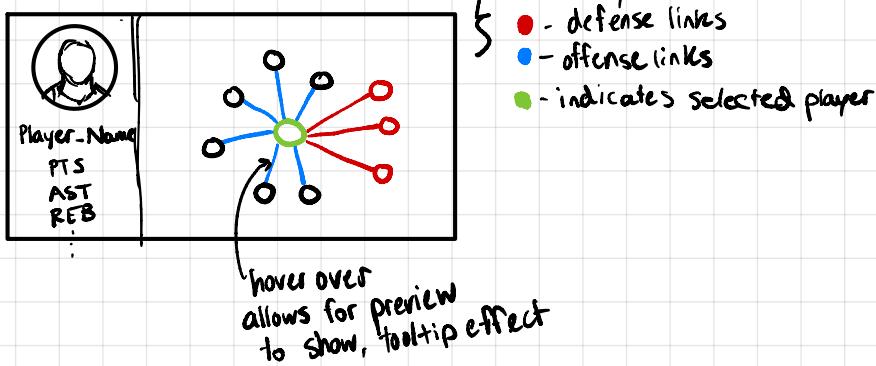


GameGraphs:

- Team view: (Standard / initial)



Selected player view:



Data Structures:

playerNodes
id: int
full_name: str
team_id: int
qn_copy: (None, 1, 2, 3, 4, or 5)
Connections
PTS: int
AST: int
REB: int
APM: float
BLK: int
STL: int
TO: int
PF: int
RATING: float

Connections:

dict of edges to other players,
edge is another object

ex: {
P-ID₁: [weight, P-ID, gameEdge()],
P-ID₂: [weight, P-ID, gameEdge()],
P-ID₃: [weight, P-ID, gameEdge()]}
}

gameEdge
to_id: int
from_id: int
offense: boolean
AST: int
AST-PTS: int
STL: int
BLK: int
TO: int
PF: int
TIME_WITH: datetime object or # of seconds
IMPACT: float

3 player_ids
for direction

datetime object
or # of seconds