Joe, Andy, Devin: Fantasy Basketball API

Our team learned a great deal from this project. I think we all took it upon ourselves to close the semester on a high point so we all devoted a ton of time into this program. There were a lot of hiccups and planning that made this project difficult, yet enticing. We all wanted it to work so bad we sucked it up and pushed through the difficulties. Online documentation really helped us out since the tkinter section of our code was very difficult. But since we are all sports fans, we all could sort of conceptualize this really coming to fruition and that made it a little easier for us to understand the logic behind this code. Although our current program may be a step or two behind what we had originally intended to do, we are extremely proud of the outcome. I think it is safe to say we all experienced a learning curve with python but in the end, we were able to piece together everything we needed whether it was found online or in past in class coding labs. Thanks for a great semester, Nick. Even though the late-night time slot got old quick, we really learned a lot and are proud of our coding skills.

Thanks,

Joe Alfieri, Andy Sherman, Devin Martin