



Fantasy Premier League

(GitHub)

Group: A2-G4

Submitted by:

Md. Raduan Kabir (20201045)

Md. Raihan Kabir (20201048)

Sheikh Nafis (20201056)

Md. Monem Shahriar Rafi (20201058)

Submitted to:

Fahad Ahmed

Assistant Professor

Department of Computer Science and Engineering,

University of Asia Pacific

Motivation

Fantasy Premier League is the most popular in all fantasy gaming system all over the world. Managers/Users choose their players and according to their performance managers got points. Week by week, Month by month, and season by season manager got rewards. To be mentioned, some people think this is gambling which is totally wrong perception.

Similar system: UEFA Gaming, LaLiga Fantasy Manager

Problem Statement

Now choosing players is the most important task here. One manager cannot choose every player or limitless players. They have to buy 15 players within 100M.

Squad management is an analytical part of this game. Managers analyze their squads with their football knowledge.

We are going to develop a system using machine learning to analyze the squad with the help of players' previous and current data. Our goal is to build a possible best squad who can give us more points.

Objective and Project Output

We will show our analytical squad in a web application.

Effect on Society

- Increased Engagement with football
- Community building
- Conversation and Bonding
- Global Interaction