

NFL Stats

1. My website will be designed to allow users to view NFL related content, such as team stats, player information, upcoming games, and current or past scores. It will allow the user to browse and find information, both past and present, of their favorite teams and/or players.
2. Our user demographic varies but will typically consist of female and male football enthusiasts who reside in the United States. Our users can vary from fantasy football players, sports bettors, journalists, fans, and current coaches/players of football. The following is an in depth explanation for all of the above intended users:
 1. Fantasy Football Players- Since our site will consist of player information and current matchups, fantasy users will be able to make knowledgeable-based decisions on who to play for any given week.
 2. Sports Bettors- Users will be able to use our site to view team information and stats to make the best informed decisions for their success.
 3. Journalists- Users will be able to use our site for up-to-date trends and NFL statistics to support their reports.
 4. Fans- Like all others, users that are casual fans will be able to see highlights and review current NFL teams and players to find information they may want to know about their favorite teams and/or players.
 5. Coaches and players- These users can use our site to increase skill development and get ideas for game playing moves.
3. I am planning to use the SportsDB NFL related data which can be found here: <https://www.thesportsdb.com/league/4391-NFL> . It will consist of all current teams and players along with current matchups and statistics.
- 4a. Based on the SportsDB API I would create database tables such as:
 - teams table: includes columns teamID, team_name, team_location, abbreviation
 - players table: includes columns playerID, player_name, position, team_id, bday
 - games table: includes columns game_id, date, game_location, home_team_id, away_team_id, home_team_score, away_team_score.It would include database relationships because players would be associated with teams and teams with players, as well as game information will be associated with two teams, away and home.
- 4b. There are a number of issues that can happen when using an API, especially a free one. A few that I may run into are it may become deprecated, the use may become slower based on larger volumes visiting the site, the API may change which could essentially break my code, the availability may be or become limited since it is a free API, and the accuracy may be compromised.
- 4c. Since users will have the choice to create an account there will be personal and user data that is needed to be secured using proper encryption techniques.
- 4d. The app will include team information, player profiles, game schedules, the ability to search teams/players, game highlights and scores, and offline access to view teams and players .

4e. The users will be able to register, login, and logout. They will be brought to the home screen which will show current games and/or the most recent scores. They will be able to search for a team or player, or review the site for information and statistics.

4f. The users will have the opportunity to either view offline or have their own user profiles. It will implement real time scores and/or updates using the SportsDB API. It will also include in-depth information and statistics of the players and teams. A stretch goal I would love to be able to implement is user interaction on player and/or sports profiles, streaming current NFL games, integrating fantasy football teams, and providing predictive analytics.