1. **Feedback and decisions** Based upon your notes from the technical review, synthesize the feedback you received addressing your key questions. How do you plan to incorporate it going forward? What new questions did you generate?

How do we keep the functionality of a GUI once we integrate to a web page. How are sliders/buttons/dropdowns rendered on a web page?

- Bokeh has web integration built in and can be done entirely in python and html
- Bokeh widgets also offers all the user interface options we are looking for

We currently have the heat map comparing a player to their own average, but it's more interesting to look at the player compared to the league average. Is there an easy way to do this with seaborn or do we need to switch to matplotlib?

- Calculate the average shot data at each court location, convert to percentages, convert individual player to percentages, subtract league averages from individual and remap → should show where the player is stronger or weaker than the league
- We have to be careful at documenting what the math is actually doing, it can get confusing for non-sports fans

We are trying to plot basketball court lines over the generated heat map, but seaborn won't let us plot anything on top of the heat map. Is there a way around this? Or do we need to switch to matplotlib?

- We should switch to matplotlib, best documentation and we have better control over all the plotting details and we will learn the most by building out the heatmap functionality ourselves
- We might be able to overlay a png, or actually plot the lines of a basketball court over If a player changes team midseason, is it worth it to go through all the players and check what team they are playing for, for each shot they've taken? Or is it okay to ignore team changes and accept that error.
  - Feedback was a resounding, "don't worry about midseason changes".
  - 2. Review process reflection How did the review go? Did you get answers to your key questions? Did you provide too much/too little context for your audience? Did you stick closely to your planned agenda, or did you discover new things during the discussion that made you change your plans? What could you do next time to have an even more effective technical review?

The review went very well, and we were able to get to all of our most important questions. The longer time allowed us to delve into details of our project and get good feedback. It was a tricky review for us in some ways, because just prior to the review we had made a lot of breakthroughs, so a lot of questions went away. Many of the questions we recently generated are specific python library questions, which has less to do with architecture. The most helpful

feedback came from Allen, when he told us that Bokeh has an easy way to integrate widgets with webpages. Most of our uncertainty in the project was around that. Next time we could do without the google form, we seemed to get better information from the in person discussion.