Requirements

1. Generate database of players by reading a spreadsheet document and placing relevant information into an array of classes
2. Display all players in app by sorting according to any of the available data fields (excluding flags).   
   *For reference:* <http://fantasy.na.lolesports.com/en-US/league/1231363/stats>
3. Allow for selective viewing of data based on specific fields or keywords. (IE only Top, only Unowned players)
4. Create a search function which allows user to search for a player or LCS team specifically.
5. *If possible:* Allow for comparison of two player objects by quantitative data (IE points, kills, deaths)
6. Be able to create a user
7. Be able to create a league
8. Be able to create a team within a league
9. Be able to drop a player from a team within a league
10. Be able to add a player to a team within a league
11. Calculate and display team statistics

Abstract Use Cases

1. Search for player (or team)
2. Create user
3. Create league
4. Create an Observer Team
5. Swap Player (replaced add/drop because the operation is always 1 for 1)
6. Propose Trade
7. Accept Trade
8. Compare Player