Requirements

1. The system (SUD) shall generate database of players by reading a spreadsheet document and placing relevant information into an array of classes
2. The system shall 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. The system shall allow for selective viewing of data based on specific fields or keywords. (IE only Top, only Unowned players).
4. The system should create a search function which allows user to search for a player or LCS team specifically.
5. *If possible:* The system shall allow for comparison of two player objects by quantitative data (IE points, kills, deaths).
6. The system shall create a user.
7. The system shall create a league.
8. The system shall create a team within a league.
9. The system shall drop a player from a team within a league.
10. The system shall add a player to a team within a league.
11. The system shall calculate and display team statistics on log in.

Abstract Use Cases

* Search for player (or team)
* Create user
* Create league
* Create an Observer Team
* Swap Player (replaced add/drop because the operation is always 1 for 1)
* Propose Trade
* Accept Trade
* Compare Player