

PRESENTATION

FOOTBALL DATA INTELLIGENCE

**complete Football Data Intelligence Platform –
combining data management, web engineering, and
artificial intelligence.**

PROJECT STEPS

1. PROJECT MANAGEMENT



Jira Service Management



GitHub workflow



Notion



Communication

Clear channels (Slack/Email) + documented decisions (Notion) ensure fast alignment and fewer misunderstandings. Use structured standups and summaries.



Collaboration

Pair programming, code reviews, and shared ownership across modules (frontend, backend, ML) increase code quality and speed up problem solving.



Time Management

Kanban boards + sprint goals + time-boxed tasks keep milestones predictable. Prioritize high-impact items and avoid scope creep with short feedback loops.



Presentation Quality

Story-driven demos, crisp slides, and rehearsed pitches communicate technical value and human impact. Use visuals and one-minute summaries for stakeholders.

Team Health — Quick Metrics

95%

Communication Clarity



88%

Collaboration Efficiency



92%

Deadline Respect



94%

Presentation Impact



Recent Highlights

- Delivered demo to stakeholders — high engagement
- Zero critical issues in last sprint
- Peer review coverage: 100%

[Celebrate Wins](#)

Updated: **Nov 9, 2025**

Jira

Rechercher + Créer Essai Premium

Pour vous >

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Favoris >

Apps >

Plans >

Espaces + ...

Récents

tech fit project >

Plus d'espaces

Équipes

... Plus

Envoyer du feedback s...

Espaces

tech fit project

Résumé Liste Tableau Calendrier Chronologie Pages Formulaires +

Recherche dans... CN Filtrer

Regrouper

IDEA 1

complete Football Data Intelligence Platform — combining data management, web engineering, and artificial intelligence.

KAN-1

+ Créer

TO DO 10

Design website layout and page structure (Home, Dashboard, Login, Reports)

KAN-3

Define data model for player, match, and training entities

KAN-4

Set up Supabase / PostgreSQL database

KAN-5

Configure ETL pipeline architecture

KAN-6

Plan Keycloak authentication

IN PROGRESS 5

Implement user authentication via Keycloak

KAN-13

Develop ETL scripts to fetch and clean match data

KAN-14

Build player performance dashboard (charts + tables)

KAN-15

Integrate backend API with frontend

KAN-16

Add visualization for training vs

IN REVIEW 4

Data accuracy validation for ETL pipeline

KAN-18

API endpoint testing (Postman or automated tests)

KAN-19

Frontend UI/UX review

KAN-20

PDF report generator test results

KAN-21

DONE 4

Database schema finalized and deployed

KAN-22

ETL pipeline stable and integrated

KAN-23

Frontend and backend communication verified

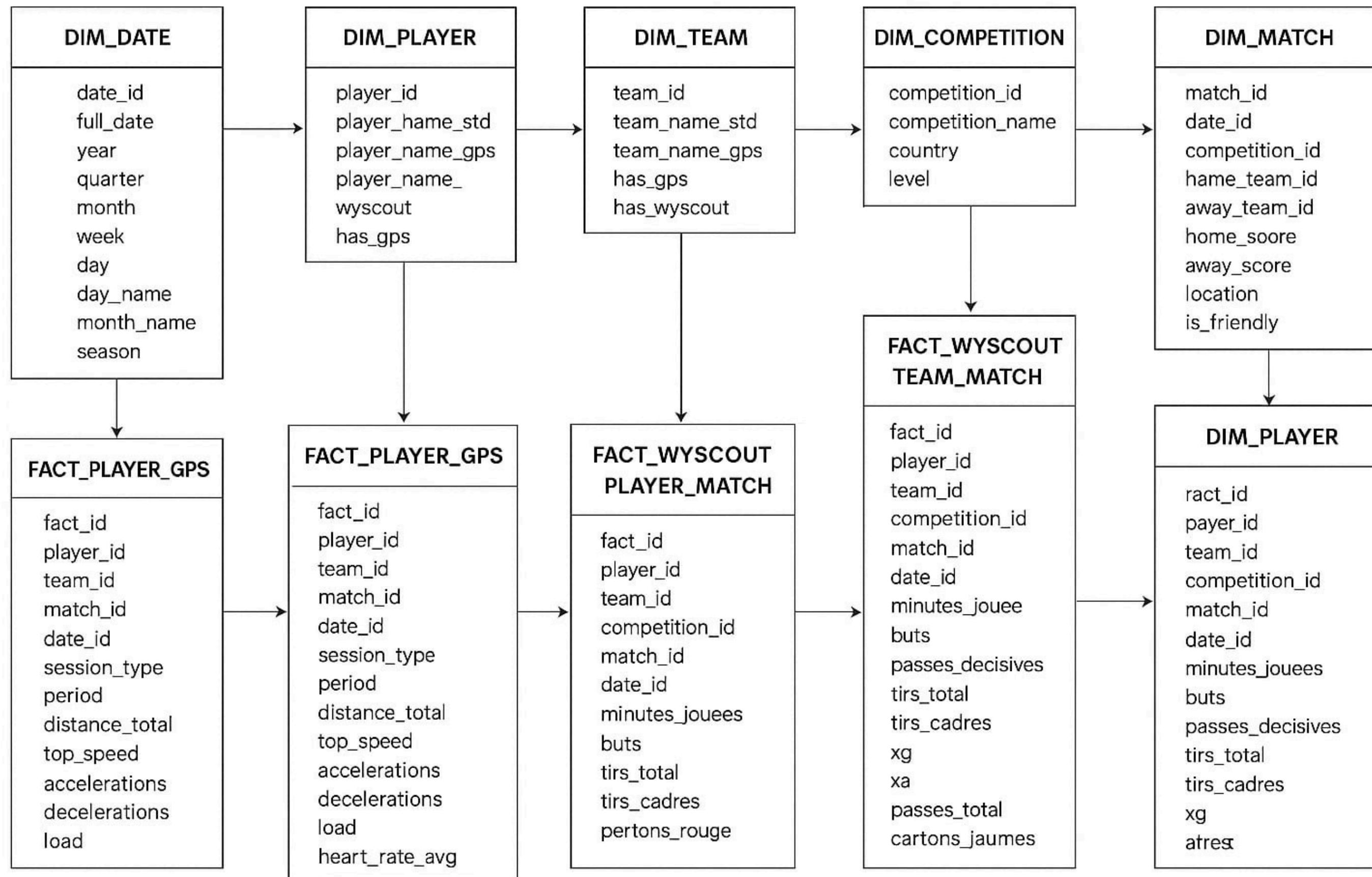
KAN-24

Keycloak authentication fully functional

KAN-25

Quickstart

DATA WAREHOUSE DESIGN SCHEMA



Name	Description	Rows (Estimated)	Size (Estimated)	Realtime Enabled	
dim_competition	No description	8	24 kB	X	4 columns ⓘ ⋮
dim_date	No description	3723	656 kB	X	10 columns ⓘ ⋮
dim_match	No description	2089	475 kB	X	9 columns ⓘ ⋮
dim_player	No description	147	40 kB	X	6 columns ⓘ ⋮
dim_team	No description	21	8 kB	X	6 columns ⓘ ⋮
exception_log	No description	18	7 kB	X	7 columns ⓘ ⋮
fact_player_gps	No description	10011	968 kB	X	16 columns ⓘ ⋮
fact_wyscout_player_match	No description			X	34 columns ⓘ ⋮
fact_wyscout_team_match	No description			X	23 columns ⓘ ⋮

Problems Output Debug Console Terminal Ports

```
[2266] 2025-10-01 | al nassar N/A al zawra'a | Asia. AFC Champions League Two
[6] 2025-09-30 | al ittihad N/A al ittihad | N/A
```

Statistiques:

Dates différentes: 165

Équipes (domicile): 14

Équipes (extérieur): 110

Compétitions: 8

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✅ ETL DIM_MATCH TERMINÉ

=====

BULLET POINTS

DATA QUALITY:

- Cleaned and validated data from ETL pipelines
- Consistent naming conventions and formats
- Referential integrity between fact and dimension tables

LOGICAL RELATIONSHIPS:

- Fact table linked to all dimension tables via foreign keys
- Supports complex queries like “Player performance vs. training load”
- Star schema ensures clear hierarchy for analytical processing

ANALYTICAL EFFICIENCY:

- Pre-aggregated metrics for faster query performance
- Optimized joins between fact and dimensions
- Supports API dashboards, comparisons, and trend analysis

WEB APPLICATION

Sports Analytics

- Dashboard
- Players
- Matches
- Training
- Reports
- Settings

Dashboard

User: Admin

Player Performance

Avg Goals: 2.3
Assists: 1.8

Match Stats

Total Matches: 87
Win Rate: 73%

Training Hours

Avg per Player: 12h/week

Accuracy

Data Validation: 91%

Player Performance Overview

Goals Assists

Player	Goals	Assists
mohamed ali	5.0	3.0
hassen ben mostfa	3.0	4.0
mohamed jmal	6.0	2.0

WEB APPLICATION

Sports Analytics

Dashboard

Players

Matches

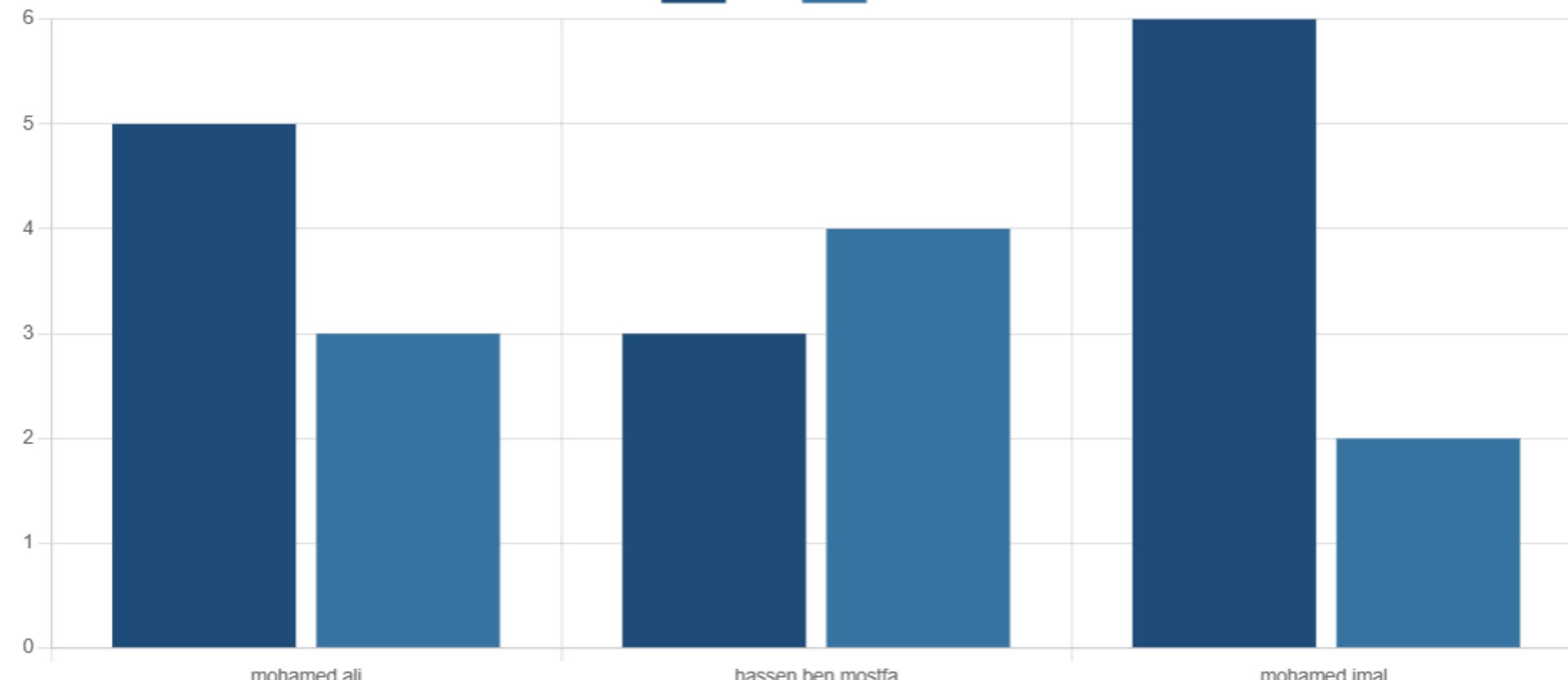
Training

Reports

Settings

Player Performance Overview

Goals Assists



Player Name	Goals	Assists	Distance Run (km)	Calories Burned
mohamed ali	26	5	11.2	850
hassen ben mostfa	19	4	10.5	780
mohamed jmal	13	2	12.3	900

AI MODEL SELECTION & RATIONALE

1

LOGISTIC REGRESSION

- Predicts match outcome probabilities
- Simple, interpretable, baseline model for structured football data

2

RANDOM FOREST

- Handles non-linear interactions in player and team stats
- Robust to noisy and complex datasets

3

GRADIENT BOOSTED TREES (GBT)

- Best for tabular, structured data
- Improves accuracy and performance on complex patterns
- Efficient: faster to train than deep learning on medium datasets

1 Model Training

The AI model is trained using datasets containing player statistics, match history, and physiological data to predict outcomes, fatigue levels, or in-game performance trends.

Training Accuracy: **90%**

2 ONNX Model Export

Once trained, the model is exported to the ONNX format, allowing cross-platform use and optimization for inference across web and mobile environments.

File size: **18.4 MB**

Export Successful

3 Frontend Integration

The exported model is integrated into the frontend using ONNX WebRuntime, running inside a Web Worker for smooth, asynchronous predictions without UI lag.

Latency: **45 ms**

Parallel Workers: **3**

AI Model Pipeline



Training

ONNX Export

Web Integration

Real-time Prediction Example

Predicted Player Fatigue: Low (0.21)

Inference completed in **47 ms**

LESSONS LEARNED & INSIGHTS

Learnings

- End-to-end data flow
- Star schema efficiency
- AI inference in browser

Challenges

- Data volume
- ONNX export
- Frontend performance

Insights

- Integration
- Collaboration
- Process discipline



THANK YOU