- not live data.
- webscraper for esbn, algorithm works off of that
  - could work for varius game types
  - store data for varius game types.
  - fantasy data.com can be used for data if we are able/willing to spend money
- logan recomends against API use here
  - how would this look?
  - don't make a carbon copy
- we are an analysen engine
  - user picks player/team
    - input possibilities
      - use historic data to output a winser
- cater to the gambling croud?
  - output a° chance for team to win

- gui
  - enter scope
  - pick variables
    - how player would do if change teams?

[o look at network for what ?
└ treat this as a stretch goal.

• MVP ┤ make one work.
o basic graphics

[stretch: make work for
more than 1 game]

~ look at it it should be a webapp?

— via python ?

~ focus on web use. output to browser window.

o problem: free agency in NFL football
— tool for NFL and fantasy football.

o other functionity
o Choose your variables
— focus on customization.

• current app
o hasana lihas, provides a diverage.

• focus on certain data for marketing.
• review page

• retrain network ?

o weekly retrain standard

o risk of overtraining ?

o • use faker data at the start for initial

- RestAPI: sends request each time.
  - may not need for 1/week
- Alias?
- pull from them?
- cross reference with weather API.

- database
- GUI
- machine learning

- # team base
- hello world or base
  - [research notes API]
- meet w/ Josh tomorrow.
  - look into alias scores data. ← scores

- database
- weather data for cities.
  - take data from when games are played,
    get weather from there.
- reach out to CS dept. for server or data.

o Caggle ?} from CS1408
- CSV for data.

- languages
o HtmL, PHP, etc. for web
o Python for machine learning.
  - CSV route : use pandas
  → can't use prolog, but I have not used it enough
    to use properly.