9-9-19

Got the pi set up at work and am using VNC to connect to the rpi desktop. It only works on the local network.

Started building a function to get player stats.

The yahoo api has limits on the number of calls you can send it per day, not clear what the limit is. This makes storing the data necessary and might make live data untenable.

9-10-19

Made a function to add stat settings to the league object. Went through code and cleaned up data parsing to make it more readable. Created updatePlayerStats.

9-11-19

Figured out how to save the fantasyLeague and fantasyTeams objects to pickle. Embedded twitter timeline on news page.

9-12-19

Changed initialize league so that the file name that it saves is ‘weekn’ if the week is over, ‘datetime’ otherwise. Successfully loaded pickled data into another script. Working with MDB for charts, included MDB <head> data in design settings and imported MDB js files. Everything I need to know seems to be here: <https://mdbootstrap.com/docs/jquery/javascript/charts/>

<https://canvasjs.com/html5-javascript-dynamic-chart/>

9-13-19

Changed the name of getStatIds to makeStatSettings and included stat values in the statSettings dictionary. Added function formatNflPlayerStats that references the league settings to organize the statsRaw of the player, calculate points for each stat, and calculate total points for each week. Started working on a function to plot the total wins discrete probability distribution.

9-15-19

Finished plotting discrete probability distribution of wins. Worked on making animated plots with matplotlib. Added plt.close() to end of plotting functions. Added nicknames for the fantasy teams. Changed projected points for/against graph to include actual points for/against. Added attributes to fantasyLeague and fantasyTeam for bullshitScore, and built a function to calculate it.

9-16-19

Built plotStandings. Linked the images to google drive instead of importing into bootstrap studio; get a shareable link from google drive and change ‘open?’ to ‘uc?’. In google drive right-click an image, select manage version, upload new. This will upload the new image without changing the link. Started working on a radar graph for matchups, this helps: <https://python-graph-gallery.com/391-radar-chart-with-several-individuals/>

9-17-19

Finished plot for matchups. Changed plotStandings so bull score is total for season cuz stacked bar charts don’t work well with negative numbers. Added twitter to navbar. Made plotRosterPerformance, a breakdown of scoring per position for each week.

9-18-19

Created Github repository and added Github to navbar.

9-19-19

Added linkedin link to copyright. Center aligned all images.

9-21-19

Added and updated descriptions for charts, changed some web design stuff. Added weekly scoring and total scoring data to standings chart.

9-22-19

Made total bull score a separate plot from standings. Made a plot for weekly bull score. Updated titles and formatting for all charts.

9-23-19

Started working on legacy data. Made function saveOldLegacy and started updateLegacy.

9-24-19

Updated charts and added week3 to matchups. Fixed stacked bar bottom in plotStandings. Finished updateLegacy. Updated comments for plots. Established standards for bigGame and updated bigGame data.

9-25-19

Made weeklyBull plot 13 weeks instead of 12. Set ylim(0,250) for all rosterPerformance charts. Added padding to rosterPerformance and matchups images. Swapped wr and rb labels in matchups. Fixed makeMatchupData so it grabs the right roster index for DEF and K. Made plotLegacy to make charts from legacy data. Included postSeason in bigGames and weekTopScore. Included current season in bigGames data. Added css to body for all pages so scrollbar doesn’t shift webpage. Made legacy webpage.

Not sure why but git got messed up so I had to delete the repository then restart it. Not a big deal, since I only work on it from one place.

ToDo

I’ve tried to run the full script a few times and it seems to always stop just after the 2nd fantasy team has the player stats updated. There are 123 calls to the yahoo api prior to updating the player stats. The way it is currently set up, updating all player stats will take a maximum of 2160 calls to the api (if every roster has 15 players and the roster is completely different every week of the season). I’ll just grab data weekly and save it from there.