Name: Nicholas Whiteman
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Title: Esports CSV Parser
Topic: Esports (Specifically League of Legends)

Vision:

        The main objective of this program will be to take a CSV from the esports data collection website Oracle's Elixir, and parse that data to store "points" that each player from the LCK has gotten per week. Oracle's Elixir stores information from professional League of Legends games from every region and stores them onto a mega CSV file that is updated daily and I will specifically be parsing it for the Korean region, the LCK. I will take every player and calculate the number of "points" (a system I have made) through the stats they achieve each game. My hopes are to turn this into a full fledged fantasy esports application.

        The current thought process will be to place the CSV into the target directory each week, and the program will find the correct days and region that is relevant. It will then look through each player and calculate and store the number of points they achieved that week into a .txt file. I have made a similar program to this in C++, however, instead of CSV's I parsed .txt's. It also didn't check for dates, so I had to manually edit the original CSV to find the proper dates which required a lot of extra work.

Concerns:

        My biggest concern is time. This is a fairly hefty project that took me a while in C++, and since I am still just beginning my Rust journey, this could end up being quite complicated. I have already looked into the csv crate and the chrono crate to help myself brainstorm ideas. If I feel that it would take too long to implement the date sorting, I will most likely drop it and make the program more similar to my C++ program until I fix it post CS523.

Oracle's Elixir: https://oracleselixir.com/