News api key: 5a004098442c483ebae9301e55914921

Competitive analysis

For my competitive analysis I compared some of the other applications on the market the applications I am comparing are Ultimate Rugby, RugbyPass, Flashscore and FotMob.

FotMob is a soccer application where I first took my inspiration for this project the main features that I love about FotMob is that all my soccer information is there at a press of a button all the leagues tables, cup tables and team information an player information and most importantly the game statistics and player performance.

From this application what I would like to implement into my application would be the current, future and previous fixtures and results. I would also like to have a predicted lineup and injured/ suspended players and then have the official lineup when it is announced.

Ultimate Rugby what I like about this application is the web version I like the stats breakdown and how they do the possession and territory by half I also like the attack and defence breakdown stats

RugbyPass

What I would like to implement from this application into mine would be the graphs that they use they have a points flow chart, attack/defence profile also a nice feature is the ruck speed.

What I also like about this application is the set play stats I also like the player stats like carries, line breaks, tackles completed I also like the head-to-head stats page I think the team form stats is and interesting way for comparison

FlashScore I like the archive page on this application as it shows the winners of the league through out the years this is especially useful as the URC has changed names throughout the years. I like the nationality of the player on the lineup

One thing most of these applications I will not be implanting into my project is the odds page where they have the betting odds form betting sites as I believe it would not be appropriate to implement into my college project

should i add more to this section

**ChatGPT said:**

ChatGPT

Memory updated

Yes, adding a bit more depth to this section would strengthen it. You could elaborate on specific features that will set your application apart, as well as any unique advantages or limitations of each competitor's offerings, especially regarding user experience or analytics depth. Here are a few ideas to consider:

1. **Feature Gaps**: Discuss what your application will provide that others may lack. For example, if current apps lack an accessible way to visualize data across several metrics for quick comparison, highlight how your app will address this.
2. **Usability Focus**: Touch on the importance of user experience design, particularly in organizing large datasets or game stats efficiently.
3. **Real-Time Updates**: Mention any plans for incorporating real-time data (for example, live match stats) and how it could offer an edge in functionality.
4. **Unique Insights**: If you plan to include predictive analytics (e.g., predicting player form or match outcomes), briefly mention this as a differentiator.

These additional points will enrich the section, showing how your app builds on the strengths of existing platforms while pushing the boundaries for rugby analytics.

<https://www.unitedrugby.com/statistics/players/2024-25>

to get the season data for maybe players table