Project Outline

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For the following year, I intend to study 'A Data Analytics Approach to Fantasy Football Management'. For this, I will need to analyse the data from the Premier League API, and predict and manage the best teams week in week out, using strategies I learn throughout the year. I will also create an appealing GUI containing stats on players over the season, show different strategies for users to try, and other useful information for the user for ease, such as upcoming matches and a league table (similar to the Premier League app).

This will involve retrieving data from an API, before analysing and cleaning. I plan to do the pre-processing of data using Pandas and Jupyter in Python, and apply different models to the data, in order to create the different strategies for the user to choose from. I plan to use Java for the front-end GUI by running the Python script from Java when necessary. I intend to use Java Swing for the GUI, but I will research and review other external libraries to ensure I use the most approprite library.