



University of Essex
Department of Mathematical Sciences

MA838: CAPSTONE PROJECT

A Data Analytics Approach to Fantasy Football Management

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Introduction

You can start with some introduction of your project and background.

You can make figures from files as you can see in Figure 1.1. For this you need to use `include graphics`.

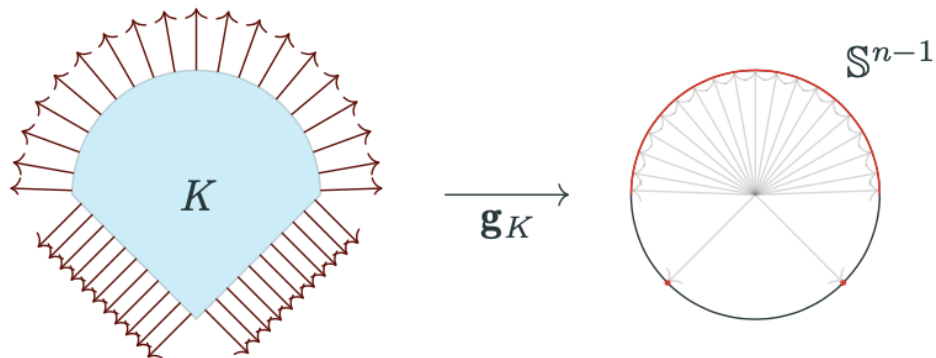


Figure 1.1: The Gauss map g_K takes $x \in \partial K$ to the outer normal $n_x \in \mathbb{S}^{n-1}$ at that point

While writing be clear and precise and give references whenever necessary. You may like to use `theorem`, `definition`, `lemma`, and `example` environments provided by `LATEX`. For example,

Pioneering work of Emmy Noether [1] provides a connection between symmetries and conservation laws. This result, known as Noether's theorem states that

Theorem 1.0.1 (Noether, [1]) *Every differentiable symmetry of the action of a physical system has a corresponding conservation law.*

Example 1.0.2 *This is an example.*

Lemma 1.0.3 *This is a lemma.*

Definition 1.0.4 *In 1950, Alan Turing published an article [2] in Mind titled “Computing Machinery and Intelligence” where he considered the question “Can machines think?”. This is known as Turing’s Test.*

Remark 1.0.5 *This is a very important remark.*

You can also make figures using L^AT_EX packages for figures (e.g. the `TikZ` package) as you can see in Figure 1.2.

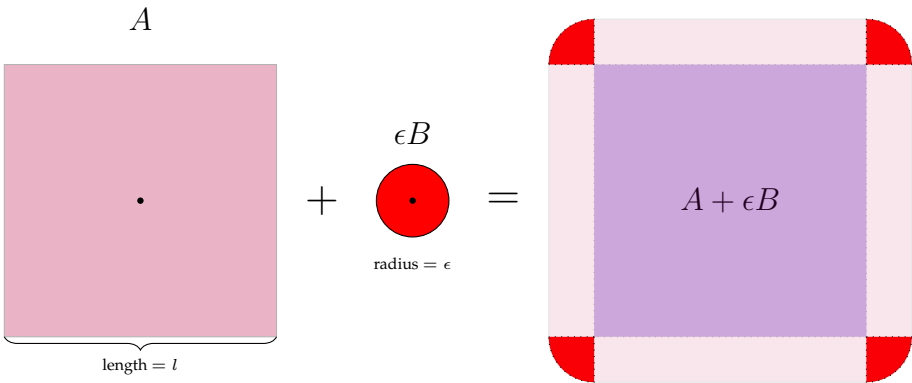


Figure 1.2: Minkowski sum of a square and ball with radius ϵ

Data Preprocessing

Preprocessing is a vital process when working with raw data, in order to have the data in an understandable form to extract and use meaningful information. This process involves

2.1 Retrieving the data from the API

... goes here.

2.2 Your second section of the first main chapter

... goes here.

Your second main chapter

The text goes here ...

3.1 Your first section of the second main chapter

... goes here.

3.2 Your second section of the second main chapter

... goes here.

Conclusions

And here is the final chapter showing how clever you are



A Long Proof

Text goes here



Another Appendix

Text goes here

Bibliography

- [1] E. Noether. Invariante Variationsprobleme. *Nachr. d. König. Gesellsch. d. Wiss. zu Göttingen, Math-phys. Klasse*, Seite 235-157, 1918.
- [2] A. M. Turing. Computing machinery and intelligence. *Mind*, 59:433–460, 1950.