

# FPL bot

Sebastian Skjensvold

July 10, 2023

## Contents

<b>1</b>	<b>Code Structure</b>	<b>1</b>
----------	-----------------------	----------

## 1 Code Structure

The general idea for the players is to define Player as a object with attributes; Team, Price, Position, and some undecided attributes of expected points (xp). We create subclasses for each position as there are restraints on the number of players of one position which could be in the team at the same time.