Hackathon football challenge

2/22/20-2/23/20

# Overview

## Project Background and Description

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|  | The Foundational part of football game-planning resolves around data. Traditionally this data is manually entered by staff members whose primary focus is film breakdown. This process can be tedious, with possibility of human error. Primary data fields that guide the game planning are Down, Distance, Run/Pass Concept, Field Position, Time of Game, and Result of Play. Film cutups are created using this data for the position coaches and coordinators to devise the game plan vs the upcoming opponents.  In this challenge, the goal is to create an autonomous data collection system using object tracking technology that provides a resource to coaches to allow the staff members to dedicate more time on game planning rather than data entry. |

## Project Materials

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|  | You have been provided the following material:  -MP4 File of the Georgia Tech vs Temple Game in 2019  -Excel Data sets for each side of the ball (Offense, Defense, Special Teams) |
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## Main Factors

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| *Your goal is to define whether this task is attainable. Does this technology exist? Is it functional with the material provided.*    *-What Limitations might this technology have (ie. Consistent Film Angle)*  *-Would the technology have the ability to be fluent among other teams or would it have to be built separately for each team*? |
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