CPSC 471 Project Proposal

Fantasy League Tracker

Tyrone Lagore, Bruce Laird, Johnny Simmonds

Due October 5, 2016

Table of Contents

Introduction

Definitions

Fantasy League/Sport pool: A Fantasy pool is a league of fans, picking his/her own team of players, and competing against other fan made teams depending on the format of the pool.

League Admin: The person who controls how the league is run. E.G: number of players per positions and how much each stat is worth.

Fantasy points: Points earned based upon weights applied by the league admin.

Format of the pool (ie, how players are chosen/how users score points, etc): The format describes the method in which players are chosen for the hockey pool and how fantasy points are scored. In general, the format of the pool is set up by the league admin, who determines the weight applied to each stat. E.G: Goals could be worth 3 fantasy points and assists could be worth 2 fantasy points.

Summarize the Problem

Fantasy league sports can be tedious to manually track and current implementations of automatic trackers do not have certain features that we would like to see implemented. We would like to see more statistical analysis of players as well as more control over the format of the pool.

Summarize the Solution

We will implement our own version of a pool tracker to allow users advanced statistical analysis of prior games through the pool interface. As the current implementations of fantasy leagues and sport pools are quite extensive, we will focus on new functionality rather than existing functionality.

Motivation

As active participants in various sport pools, these are the features that we have found to be lacking in the current implementations. Ideally, after the project is complete, additional functionality will be added to bring it up to par with currently existing pool tracking solutions.

Problem Definition

History of the problem:

Competition between teams and fans of teams is an important part of sport. Hockey pools give fans another way of competing, as it gives an individual a way to test their knowledge of the sport against others in order to win bragging rights or money.

Why is the problem interesting?

Currently fantasy sports makes 34 billion dollars each year. So needless to say a lot of people are interested in trying to build their own fantasy team in various sports. Sometimes these teams are just among friends while others are large communities where prizes are given out. Many people believe they have a vast knowledge of the sport they enjoy watching and may see a hockey pool as a way of proving this.

When and why does the problem occur?

This problem occurs when a professional sport begins a season and fans would like to build their own fantasy team.

Is the problem already solved? What is done now?

Yes the problem has been solved numerous times, there are many sites which are dedicated to hockey pools. The basics for many hockey pools are, leagues of fan made teams that are created with the restrictions set by the league admin on stats and on how teams are allowed to be structured.

Are there similar systems or solutions to the proposed solution (Reference and explain):

There are several systems that are currently implemented that allow users to create and track pool information. Some of these services require payment, however a lot are free. References are explored in detail in the Reference section at the end of the document.

Are there- possible improvements to the current solutions?

The scope of the current solutions are quite broad as they have been implemented by large sports corporations. The ability to view trends based on previous performance is something that is not currently offered.

Proposed Solution

What does this project achieve (Don't delve into details or timelines)

This project will provide means for creating and tracking a hockey pool between a group of people. The users will be able to select a team of unique individuals from the current NHL rosters with certain restrictions, possibly defined by the user. The users will then be able to track their progress within the pool as the season progresses. Additionally, the users will be able to view trends on individual player stats such as goals, assists, and other seasonal statistics.

What will this project produce?

This project will put in place the system that allows the user to go through the process of creating a new pool, adding friends to the pool, picking a team, and tracking the statistics of players and their pool as the season progresses.

Describe in relative detail the features of each of the project's products

- Users will be able to create and name a hockey pool
- Users will be able to add other users to the hockey pool
- Users will then have a deadline to pick a team based on certain format restrictions
- Users will then be able to track their progress in relation to one another as the season progresses and games are played
- Users will be able to view statistical trends of specific players over previous years
- Users will also be able to view raw game statistics

Motivation

Why do we need this solution?

While current systems in place offer the functionality that we intend to implement, they do not offer trends in association with the pool statistics. Additionally, where the scope of mainstream pool tracking software is quite large and sometimes daunting, this software will allow for a streamlined process for pool tracking.

What makes the project unique?

The ability to view trends based on previous years with respect to the format of the pool is a feature that is not currently found in similar systems. This project has been done many times before and therefore it is difficult to propose a project that will offer a large amount above and

beyond their functionality. We aim to make a streamlined project that will have the opportunity for expansion after the completion of the course.

Conclusion

Summarize the project including the problem, motivation, and proposed solution

A hockey pool is a kind of fantasy sport where players build a team that competes with each others players who do the same. Players gain points when the professional player they choose scores goals or assists in their league. The motivation for making this hockey pool is purely for entertainment purposes. Our proposed solution consists of making a hockey pool online which will access a player's statistics over a number of years, simple trends and each player's salary.

Provide an estimated timeline of project deliverables and important dates

We aim to have a full EER diagram and translated database within the next couple weeks. From there, we plan to populate the database by scraping information from online databases, which should be done in a short time frame, approximately one week. We will then begin writing applications to interact with the database. There will be two primary applications that should be incorporated, one for direct interaction with the database, such as inserting, deleting, updating information. The other, main, user application will allow the pool creation and stat tracking. These two applications may be one web application in the form of an admin/user application interaction. We believe that these applications will constitute the majority of our time involvement and should be completed within 4-6 weeks after the construction of the database.

References

List of references used to compile proposal and references that will be used for project

Here is a list of sites which offer a hockey pool service, that we will be drawing from for this project. Each service offers the ability to create a pool, add users, and track season information. Each user can login to view their specific information or view other players standing information.
http://www.officepools.com/
http://hockeydraft.ca/
http://www.pickuphockey.com/
http://www.nhlhockeypool.com/
https://hockey.fantasysports.yahoo.com/

http://www.fantrax.com/

We will also make use of this statistics page to obtain each player's information:

http://www.nhl.com/stats/player?reportType=season&report=skatersummary&season=20152016&gameType=2&sort=points,goals,gamesPlayed&aggregate=0&pos=S