Name: Ryan Whitmer

Title: Fantasy Football Visualizer

Project Summary: A simple java app for visualizing and seeing predictions on Football players'

true stats as well as fantasy football stats with simple predictions

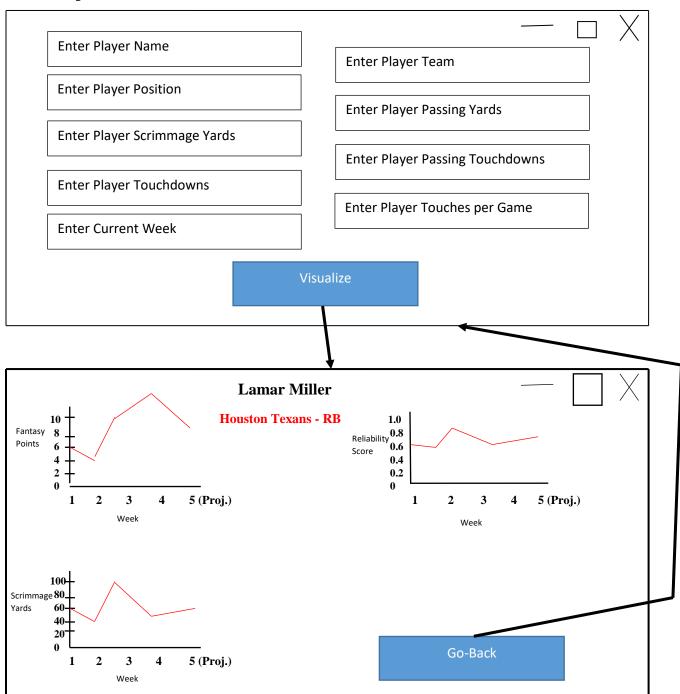
Project Requirements:

1) Open a Java App with fields for player name and stats by week

- 2) Indicate which week of the season it is
- 3) Create a new player
- 4) Add a player's stats for all weeks up until present
- 5) Generate a graph of production for fantasy football
- 6) Generate predictions for the upcoming weeks for fantasy football on the graph
- 7) Create different graphs depending on the player position (QB or skill-position)
- 8) Line graph of statistics over the weeks
- 9) Generate predictions for the upcoming weeks for statistics in the bar graph

Requirement ID	User Requirement
1	User opens an attractive UI built into a java Swing application
2	User enters into an appropriately named field to indicate what NFL season
	it is
3a	User can enter a player's name
3b	User can enter a player's team
3c	User can enter a player's position
4a	User can input a player's scrimmage yards, delimited by a comma, for up to the last 4 weeks
4b	User can input a player's passing yards, delimited by a comma, for up to the last 4 weeks
4c	User can input a player's non-passing touchdowns, delimited by a comma, for up to the last 4 weeks
4d	User can input a player's passing touchdowns, delimited by a comma, for up to the last 4 weeks
4e	User can input a player's touches per week
5	Upon pressing 'Vizualize' on the first screen, the user
6	Use a very basic algorithm to generate predictions for the upcoming week
	for fantasy points
7	Have a slightly different layout depending on player's position
8a	Generate fantasy points graph
8b	Generate graph of actual football production
8c	Generate graph of player reliability based on fields entered
9	Use a basic algorithm to generate true football predictions for the next week

UI Mockups:



Class Diagram:

