**INTRODUCTION**

Fantasy sports games are a fun and interactive experience for sports fans. Existing fantasy sports games allow fans to immures themselves in to a competitive environment and compete against other fans. Fantasy sports games work by users registering, creating teams with their favorite sports stars and entering online leagues with fans that have also created fantasy teams of their own. Existing statistics show the scale of online fantasy sports communities [1].

In Ireland there are two major sports, Soccer and Hurling. Neither of these two sports have a large involvement with fantasy sports games. Although attempts exist online, there are no successful implementations of a fantasy hurling game. With no established game available, hurling fans are deprived the experience of an interactive web based social environment. The purpose of this project is to implement a fantasy hurling game that attempts to fulfill a successful version of an already successful fan experience and applying it to a sport that is lacking an online interactive gaming community.

This paper describes our research and study of fantasy games, online communities and online Gaelic sports websites. We have taken the findings of our research and have detailed how we applied them to the creating of what we feel is a more intuitive, simplified and better social experience for hurling fans. Our application allows hurling fans to have an interactive social outlet.

Our implemented project provides fans with the ability to create, edit and manage their own fantasy team but a key feature is the facility to converse with other online gamers through a social chat environment. Our project follows existing patterns for the creation of a users team. The simplified rules are as follows.

* The user is allocated a maximum budget
* The user uses his budget to create a full team of real life hurling players
* The user can create or enter an existing league of other gamers
* After each real life game week the users points are calculated and added to their current points total
* The user can edit the players on their team but must always be within budget
* The game ends at the end of the real hurling season and the user with the most points in the fantasy league is the winner

The addition of the chat feature allows users to compare and discuss their teams through out the season. A key feature of the chat feature is the ability for users to challenge one another in a head to head style competition each game week.

The system runs in two environments. The user has a front-end environment for playing the game playing through their browser. The second environment is for the administrators to maintain and update the scores as the game weeks happen. The software behind the system is completely documented in the following chapters and describes the tools used to create this application from start to finish.

* [1] Industry Demographics - Fantasy Sports Trade Association. 2014. *Industry Demographics - Fantasy Sports Trade Association*. [ONLINE] Available at: http://www.fsta.org/?page=Demographics. [Accessed 21 November 2014].
* [1] Fantasy Premier League - The official fantasy football game of the Barclays Premier League. 2014. *Fantasy Premier League - The official fantasy football game of the Barclays Premier League*. [ONLINE] Available at: http://fantasy.premierleague.com/. [Accessed 21 November 2014].