

Lemmermann, Robert

Senior Project Proposal – Fall 2015

Fantasy Football Website

The purpose of this project is to hone my web developer skills. The primary focus of this project is to design the website to be responsive as well as mobile friendly. I will be designing the schema to be responsive, and I will be using MySQL. For the back end I will be using Python 3 and implement either the Django or the Flask framework. And for the front end I will be using Twitter Bootstrap as my front end framework and I will be writing the front end in HTML 5, CSS, and Javascript (with JQuery). I will be using the DataTables JQuery plugin.

Fantasy Football is a game of strategy and probability. Before the start of the NFL season, you, along with several other people will draft players from the NFL to be on your fantasy football team. The goal of fantasy football is to finish the season with the best record. Thus, the game is essentially a test of football knowledge, and ability to predict player rankings throughout a season. You essentially try to pick players that have high impact on their teams and will score you the most points based on a set of rules that the League Commissioner creates.

The role of a League Commissioner is to oversee the league. Major tasks include creating a set of rules for the league, which determines the type of league it is (Points Per Reception, Standard, etc), and how players will earn points. League Commissioners are also responsible for handling league fee's and payouts if you play in a league for money. They are also responsible for maintaining the league, by overseeing trades, and handling any requests league members may have.

League's can exist for more than one year, although the great majority of fantasy football leagues are year to year, and not “keeper” or “dynasty” leagues. All league members must take part in a draft, sometimes this can be done in person, where the league manager records each teams choices, and manually enters them in later. For websites like ESPN, Fox, and NFL there are online drafts allowing people to draft remotely. There may or may not be salary caps depending on how the League Commissioner sets up the league; for instance, there are primarily 2 types of drafts for fantasy football. Snake drafts mimic the way the NFL handles their offseason, each team in the league is given a draft order, and members select whichever NFL player they want when their team is up to pick. If you were pick #1 on round #1, you would be the last pick of round 2, which provides some balance. Alternatively, there are also auction drafts, in which each team is afforded a predetermined amount of fake money. Each team gets to select a player to put on auction, and every team gets to bid on that

player until that player is awarded to a team, decreasing their amount of bidding power. This is the closest thing to resembling a salary cap, because in this type of draft you have to be more careful about which players you select.

Essentially, I want to build a fantasy football website that would suit a league like the one I manage. It would be built to handle auction drafts, rather than snake and it would be built for PPR. It would have settings the league manager can set, and edit throughout the season. The settings is a feature that I will add if I have time, otherwise it will be set to use the same scoring type that my league uses. Many features will need to be imported, such as getting live stats from the games, and getting professional projections for how a player will do in the current week.

The basic idea of the website is for a person to manage their fantasy football team in a fantasy football league. Meaning there will need to be a login system, a home screen displaying the league information (rules, scoring, notes, etc), a player page displaying all players, there will need to be a team page that displays a users team, and there will need to be a scoreboard for the weekly scoring.

* Scoring and Player data will require finding a way to get live updates from somewhere

* If this is not attainable, then the scoreboard and players will use fake data to show that the pages work as intended

- Login Page (15 pts)
 - A user can successfully log in
- League Home Page (15 pts)
 - League Commissioner can leave a note
 - Shows transactions from members (when players are added/dropped/traded)
- Team Home Page (25 pts)
 - Displays a members players in a detailed table
 - Edit lineup
- Players Page (25 pts)
 - Table displays all players
 - Players can be added/requested for trade from page
- Scoreboard Page (25 pts)
 - Shows overview of scores of the current weeks matchups (team 1 vs team 2, etc)
 - Shows/links to a detailed view of scores by players
 - Members can leave chat messages
- Form Validation (10 pts) (user is informed immediately when their input is valid or not)
- Responsive Layout (10 pts)
- MVC (5 pts)
- Can Send Chat Messages (10 points)

These points total to 140. The grading scale will breakdown accordingly:

- A = 115 - 140
- B = 90 - 114
- C = 65 - 89

Anything below a C is considered failing.