Abstract

Every week in America, millions of people play fantasy sports. They look at players’ past results, salaries, and future projections to build a team they think will win. Most people are pretty bad at this. Human beings just aren’t built to be able to process the amount of data necessary to make good decisions in cases like these.

Enter our project. We’re building a program that will look at all the data and build the winning team, position by position.

The algorithm we’re building isn’t limited to fantasy sports, however. It can be applied to a general case: if you have $m$ objects, and want to select the “best” ones for $n$ positions (where $m >> n$), how do you pick? This is the problem we’ve set out to solve, and we’re applying it to fantasy sports to show that our results are accurate.

Project Plan

Sprint 1
- Gather the .CSV files by hand that contain player information and projections.
- Make a first attempt at an algorithm to make a lineup.
- Create a basic UI.

Sprint 2
- Use our SQL database to house the data which we grab from the .CSV files.
- Automate the retrieval of the .CSV files from webpages.
- Create a polished UI and increase efficiency of lineup forming algorithm.

Sprint 3
- Port our application to Android.
- Add new features to our algorithm such as allowing for input of players from the user to build a team around and “safe/risky” lineups.
- Test lineups generated in real competitions to get some read of results.