Fantasy Football Tool

Point72

January 19, 2017

In this final assignment, you will build a Fantasy Football tool to help you access the performance of any running back. The scoring scheme we will use is given below:

- 1 point for every 10 rushing and receiving yards

- 0.5 points for every reception

- 6 points for every receiving or running touchdown

The accompanying data set for building the Fantasy Football Tool is in a folder called Football_Data. This folder contains various .csv files with data from the first 13 games of the 2014-2015 NFL season. Running backs are denoted by RB as their position. In rushingstats.csv, the columns "Yds" and "TD" give the rushing yards gained and rushing touchdowns scored for each player in each game. In receivingstats.csv, the columns "recYds", "recTD" and "Rec" give the receiving yards, receiving touchdowns and reception in each each game for each player.

We will build the tool in three phases:

Phase 1: Write a script that takes as input a running back's name and outputs two line graphs: one which charts the number of receiving points accumulated by the player each week and another which charts the rushing points.

For phases 2 and 3, you can just focus on the rushing points if you would like.

Phase 2: Add a label to each point on the line graph which shows the abbreviation for the team of the player's opponent each week.

Phase 3: Add in the average rushing points surrendered by the player's opponent for each week as a blue dot and also add red error bars whose length is the standard deviation of the rushing points surrendered.