U.P.E (Ultimate Prediction Engine)

Brandon, Karim, Philip, Samuel

Problem + Motivation

- No prediction app for ultimate frisbee like there are for other popular sports
- Ultimate frisbee prediction app for the AUDL (American Ultimate Disc League)
- Sport depends a lot on weather influences and using them to your advantage
 - Wind directly affects aerodynamics of disc, affecting the lift and drag to change where and how far it goes





Product Overview

- Web application built around a prediction engine for ultimate frisbee
 - Takes in weather factors that affect the game the most wind speed, temperature, precipitation, etc.
 - Use team and player records to compare and build statistics for each team in different conditions
- Users are able to view customized predictions for matchups between teams and players



Users

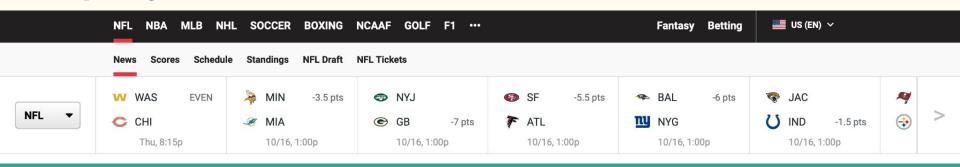
- Our target users consist of fans of ultimate frisbee. (Can track and predict hypothetical 1-on-1 matchups in any setting)
- Along with this, team players and staff can also access the website to gain insight on forecasted statistics that our engine produced.



Competition

- Little to no known competitors in Ultimate Frisbee
- Major competitors for
 - o NFL
 - o NHL
 - o NBA

From sportingnews.com



Implementation

- Machine Learning Algorithm using Neural Network
 - Weather
 - o Team
 - Based on player statistics
 - o Win/Loss Ratios
- Website Based Availability
- American Ultimate Disk League (AUDL) website data scraping
- Visual Crossing Weather API

Success

- Fully Functional Web application that allows users to view upcoming game predictions for the current season
- Accurate Game predictions
 - Weather Data
 - Temperature, Wind Speed, and Precipitation
 - Team vs. Team data
 - Individual Player Statistics
- Customized Game Predictions
 - Create your own team
 - Match them up against other teams under different weather conditions

Questions?