**NCAA Basketball Tournament Algorithm and App Development Checklist**

1. **Email me (**[**afox4@wcpss.net**](mailto:afox4@wcpss.net)**) to Sign Up for Brackets.**
   * Send me an email from one person in your group indicating who to invite to the CBS bracket (this is where you’ll enter your brackets).
   * In the email, include all your group member names (first and last names, please).
   * I will send you an invitation to the bracket.
2. **Algorithm, Flow Chart, Planning.** Before you start coding, you need to have my approval of your planning work (algorithm, flow chart at a minimum).
   * **Data.** Decide on at least 4 data points (or measurements) that you think will have the most predictive value. You can have as many as you want. Just remember that you’ll be entering them for each matchup.
   * **Structure (Team A vs.** **Team B).** You should use a structure for your application where only two teams are playing each other at a time. You’ll fill out your bracket online, using advice from your computer to make a great selection, but, as the human, you’ll be able to override the computer’s decision.
   * **Luck.** Your algorithm should contain some element of luck (you can assign this through randomness). I wouldn’t recommend taking it above a 5% total.
3. **Gather Data.** Once you have decided which data points to use, have one or two of your team members put it in a spreadsheet. Because you’re working on a team, I’d recommend Google. Then, you’ll have all the data in one place. Though the brackets won’t be set until Sunday evening, you can use the Bracketology site (through ESPN or CBS) to gather data on most of the teams. This will save you time next week when you enter your picks.
4. **Comments.** Your code should be well commented, with all the team member names. You should have a summary at the beginning that details the overall purpose of your program