

Automated Commentaries for Simulated Soccer

Stats

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1. Statistical Analysis

Throughout the match, the game analyser keeps a view of some of the match stats that are occurring. We decided to build a stats class to keep a tab on all of this information. All this data is raw and we decided to build a stats class to enable the processing of this information into something meaningful for the viewer to use. Section 1.1 explains this in more detail.

1.1. Stats.java

This class constantly is pinged by the GameAnalyser with all stats data for each team:

- Shots on target per team
- Shots off target per team
- Number of kicks per team
- Number of offsides per team
- Number of corners per team
- Ball time in 1st 3rd of pitch
- Ball time in 2nd 3rd of pitch
- Ball time in 3rd 3rd of pitch
- Score

From this data the stats class derives the following information:

- Possession for each team
 - Using number of kicks and applying mathematics to derive a %
- % Ball in each third
 - Using time spent in each third a % can be worked out

All other data is considered useful and can be displayed directly to the user.

The GUI runs in a separate thread as it needs to pass the information to the GUI (updateGUI()) and work out all its new percentages at a certain interval. The default interval is 1 second.

The stats class talks directly with the GUI to enable the displaying of the above information. This is done through a number of settor methods within the Stats class as a local copy of the GUI is stored allowing direct access to some of the GUI components.