



PLANET WARS

PLANET WARS

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TRAILER

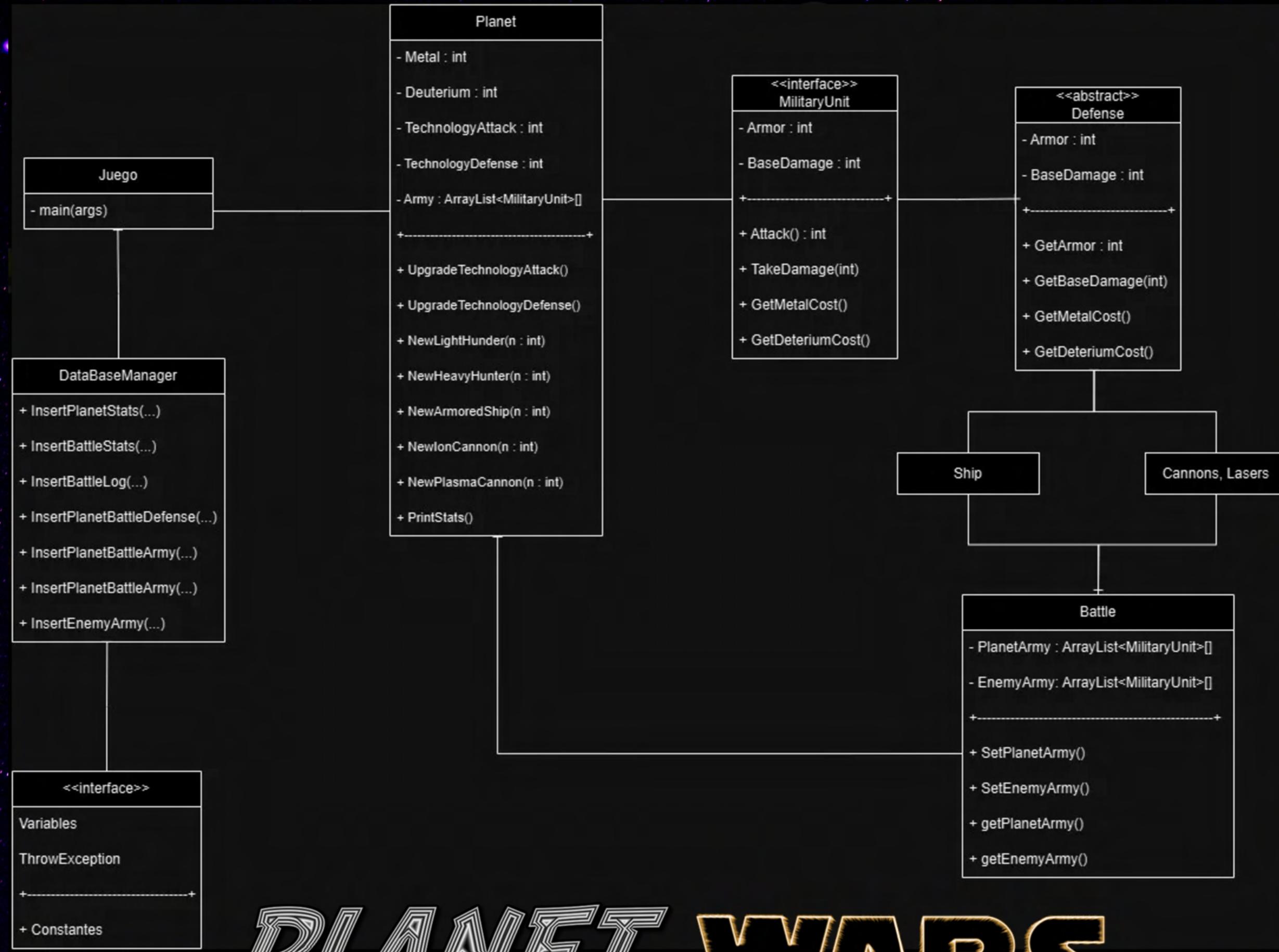
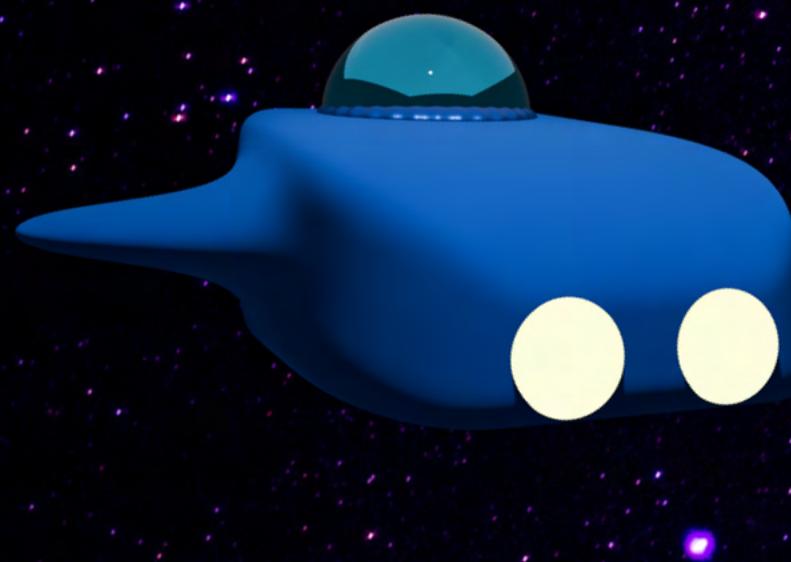
7

8

9

10

DIAGRAMA DE CLASES



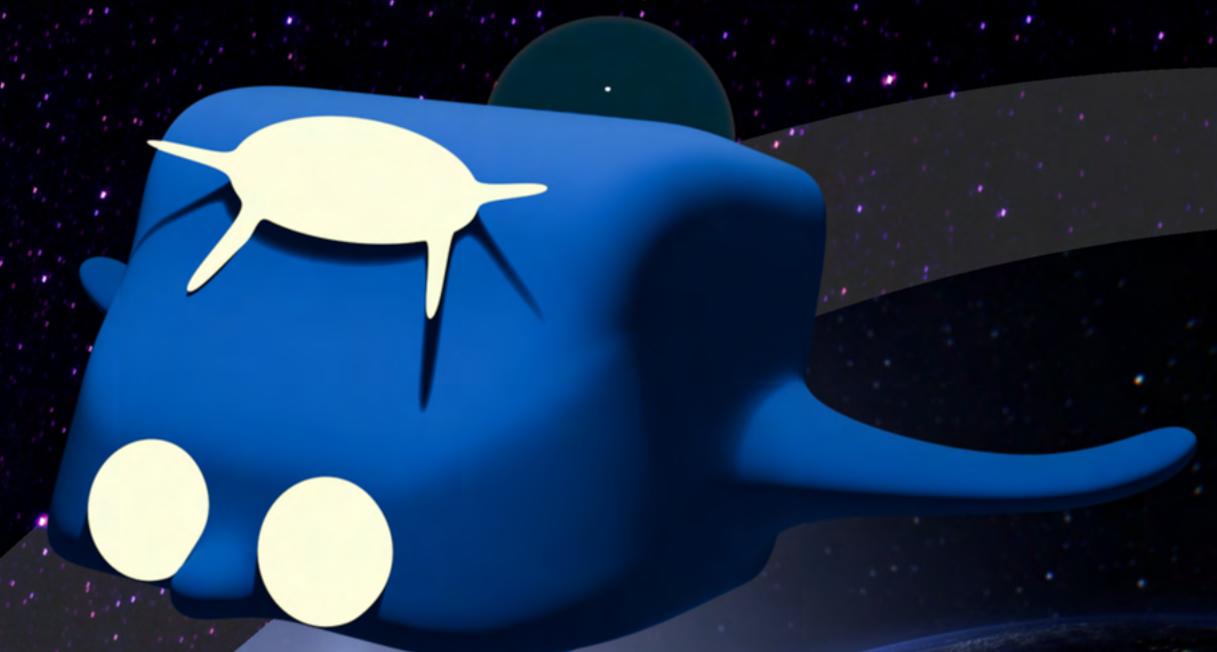
PLANET WARS

PROGRAMA

<https://github.com/ASII3R/PlanetWars> BermudezAlex PazPaula PozoAsier



PLANET WARS



PLANET WARS

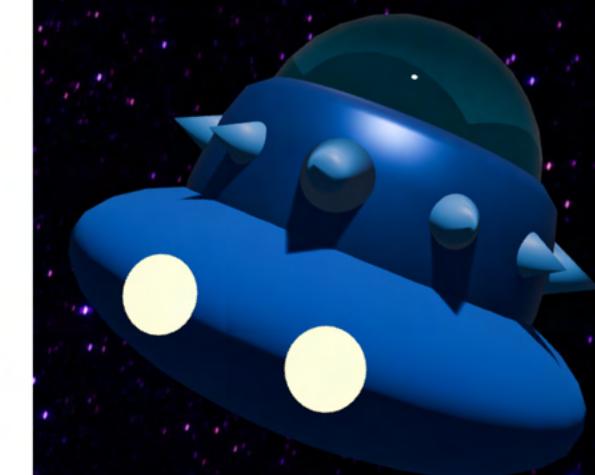
CREACIÓN BASE DE DATOS

```
CREATE TABLE Planet_stats (
    planet_id INT NOT NULL PRIMARY KEY,
    name VARCHAR(100),
    resource_metal_amount INT,
    resource_deuterion_amount INT,
    technology_defense_level INT,
    technology_attack_level INT,
    battle_counter INT,
    missile_launcher_remaining INT,
    ion_cannon_remaining INT,
    plasma_cannon_remaining INT,
    light_hunter_remaining INT,
    heavy_hunter_remaining INT,
    battleship_remaining INT,
    armored_ship_remaining INT
);
```



```
CREATE TABLE Planet_battle_army (
    planet_id INT NOT NULL,
    num_battle INT NOT NULL,
    light_hunter_built INT,
    light_hunter_destroyed INT,
    heavy_hunter_built INT,
    heavy_hunter_destroyed INT,
    battleship_built INT,
    battleship_destroyed INT,
    armored_ship_built INT,
    armored_ship_destroyed INT,
    PRIMARY KEY (planet_id, num_battle),
    FOREIGN KEY (planet_id) REFERENCES Planet_stats(planet_id)
);
```

```
CREATE TABLE Battle_log (
    planet_id INT NOT NULL,
    num_battle INT NOT NULL,
    num_line INT NOT NULL,
    log_entry TEXT,
    PRIMARY KEY (planet_id, num_battle, num_line),
    FOREIGN KEY (planet_id, num_battle) REFERENCES Battle_stats(planet_id, num_battle)
);
```

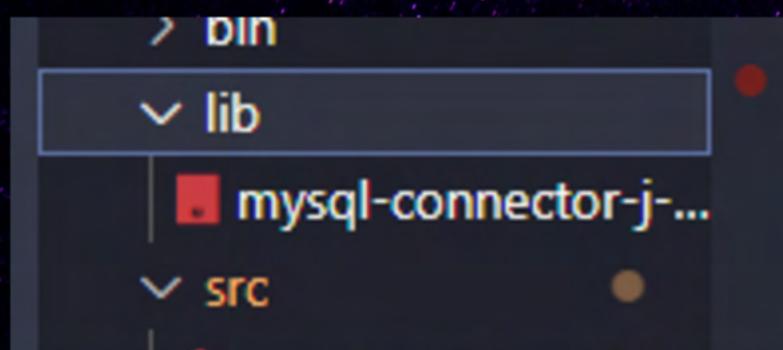


PLANET WARS

IMPLEMENTACIÓN BD

```
private static final String URL = "jdbc:mysql://localhost:3306/planetwars";
private static final String USER = "root";
private static final String PASSWORD = "admin";

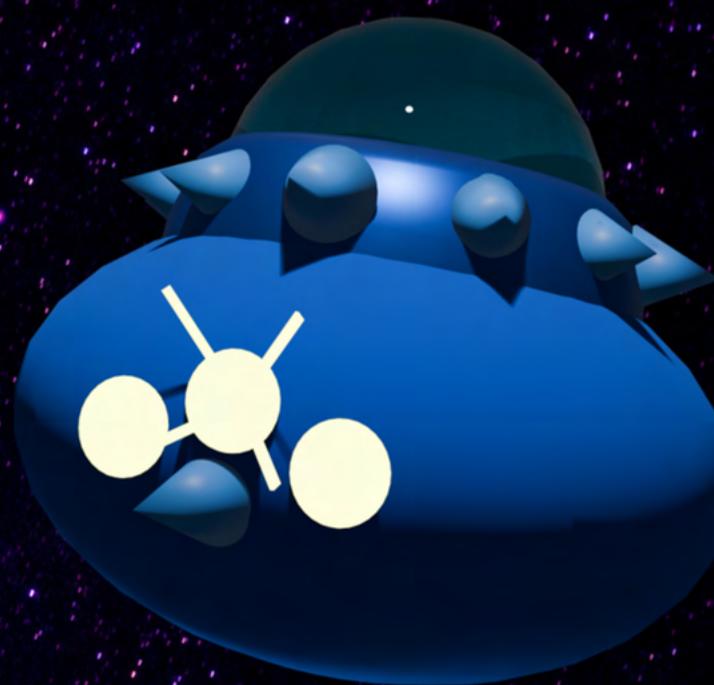
public static Connection getConnection() throws SQLException {
    try {
        Class.forName("com.mysql.cj.jdbc.Driver"); // FORZAR la carga del driver
    } catch (ClassNotFoundException e) {
        e.printStackTrace(); Print Stack Trace
        throw new SQLException("No se encontró el driver MySQL", e);
    }
    return DriverManager.getConnection(URL, USER, PASSWORD);
}
```



use planetwars;

select * from planet_stats;

planet_id	name	resource_metal_amount	resource_deuterion_amount	technology_defense_level	technology_attack_level
1	Planeta Tierra	10000	5000	2	3
NULL	NULL	NULL	NULL	NULL	NULL

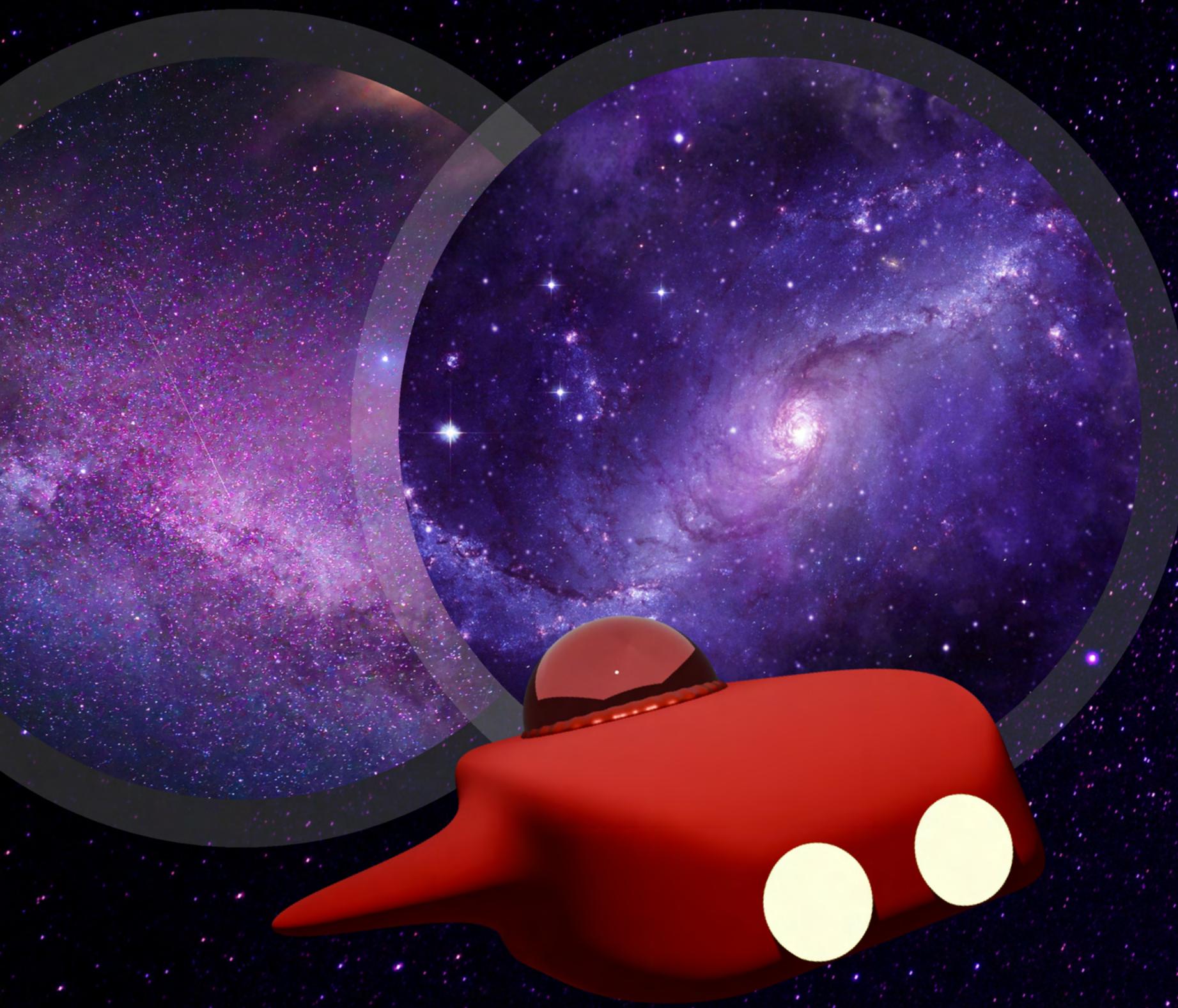


WEB

https://github.com/ASII3R/PlanetWars_BermudezAlex_PazPaula_PozoAsier/tree/master/webProjecte



PLANET WARS



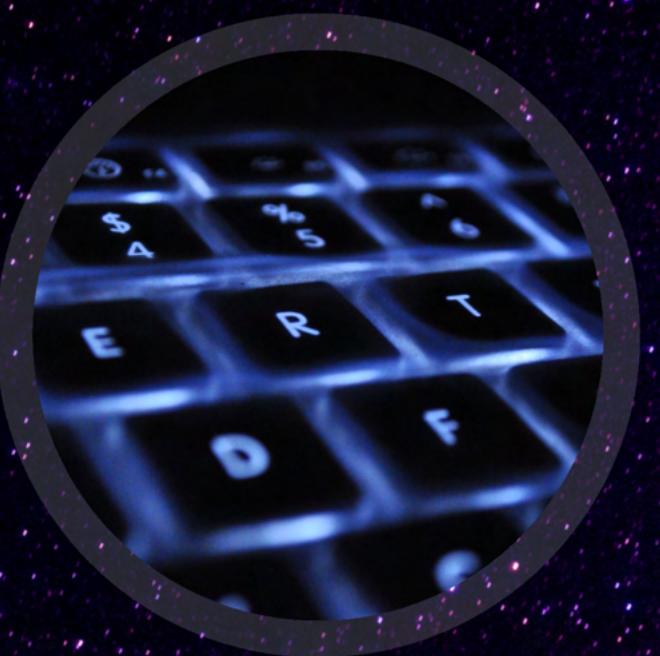
PLANET WARS

PÁGINAS DE NUESTRA WEB



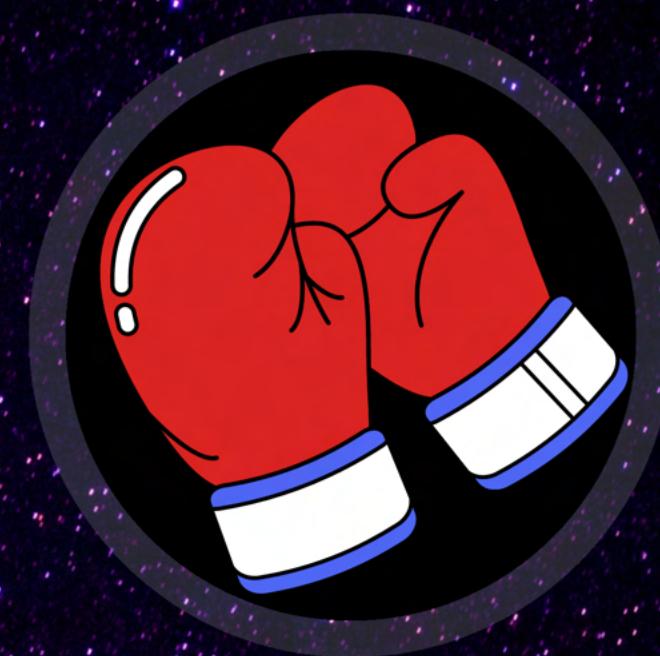
INICIO

IMAGEN DEL JUEGO
ACCESO A OTRAS PÁGINAS



TUTORIAL

CONTROLES Y OBJETIVOS DEL
JUEGO



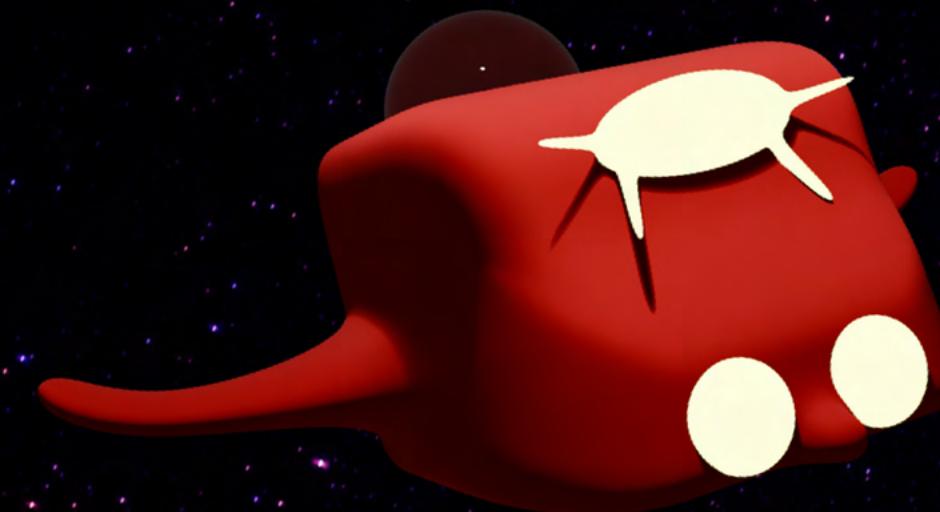
BATALLAS

VISUALIZADOR DE BATALLAS



SOBRE NOSOTROS

INFORMACIÓN SOBRE LOS
DESARROLLADORES



PLANET WARS

XML EN LA WEB

01

CREAR EL XSL

02

CREAR EL XML

03

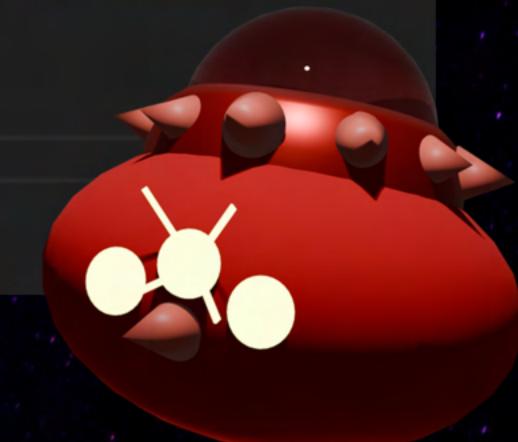
GENERAR EL HTML

04

SUBIR EL HTML A LA WEB

```
private void generateBattleReportXML(int battleNumber, boolean planetWins, int m  
String xmlFileName = "battle" + battleNumber + ".xml";  
  
try {  
    // Crear el documento XML  
    DocumentBuilderFactory docFactory = DocumentBuilderFactory.newInstance();  
    DocumentBuilder docBuilder = docFactory.newDocumentBuilder();  
    Document doc = docBuilder.newDocument();  
  
    // Elemento raíz  
    Element rootElement = doc.createElement(tagName:"battleReport");  
    doc.appendChild(rootElement);
```

```
private void transformXMLToHTML(String xmlFileName, String xslFileName, String htmlFileName) {  
try {  
    // Ruta de salida para los archivos HTML  
    String outputPath = "webProjecte/Batallas/" + htmlFileName;  
  
    // Ruta del archivo XSL (ajusta según la ubicación real)  
    String xslPath = "src/" + xslFileName;  
  
    TransformerFactory factory = TransformerFactory.newInstance();  
    Transformer transformer = factory.newTransformer(new StreamSource(xslPath));  
    transformer.transform(new StreamSource(xmlFileName), new StreamResult(outputPath));  
  
    System.out.println("Archivo HTML generado: " + outputPath);  
} catch (Exception e) {  
    e.printStackTrace();  
}
```



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INAPPROPRIATE FOR CHILDREN**

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PLANET WARS



GRACIAS