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**Business Case**

**StatsHammer**

**Name**

**Bradley R. Horne**

**Date**

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# With the ever updating and expanding rules surrounding Warhammer it is hard to keep track of it all. For a single player to keep track of their army rules and update themselves on an opponents before a battle can be frustrating. Throw using data mining and SQL procedures I can update quickly. With this it can be easier for someone to find the information you need smoothly.

As a new player coming in it is almost impossible to know where to start and with the prices you don’t want to end up buying something that has no use in game. Using the data base and R. I can hopefully create statistics between armys and help those coming in better organize without the money or time waste

My lack of understanding was the biggest hurtle to get over at the beginning. With lots of practice, study and lessons I have gain a lot of knowledge on access and R. though my biggest regret was not using SQL from the start.

I hope to be able to better understand the connection each army has with itself and others. Using statistics I should be able to see hoe things like character stats and modifications may weaken or greatly increase there stats, in an attempted to better balance the game.

The fist step I took was to take the data out of the books witch I did by hand because I like to make thing harder

A picture containing graphical user interface

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The method I used most was access to start visualizing the date base and finding the connections.

Diagram

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The goal for the project is to collect and store the complete data sheets form Warhammer 40k 8th edition. Then to be able to run scenarios to point to any under classed or over classed characters in the game. After starting I released just gathering the data would take far to long so a focused on finding the connections two armys had for themselves and to the other.

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Reflecting on the ways I could have improved was reaching out to interested party’s earlier and studied ways to atomate my data collections. Going forward I will be working with a small group of people working on there spare time. The goal going forward is finding what ia can be used to run scenarios faster and more accurately and we had more rules and constraints to movement and battle.