SYNTAX_ERROR - Deliverable 1

PokemonGo-Map

1). API & Plug-ins:

The required API utilities and plug-ins needed to run the source code are large in size and quantity. Outside of installing all components listed in the required.txt file, there were numerous packages that had to be installed. Some of these packages were over 200MB. Because we are using Virtual Machines to run a linux OS (specifically Ubuntu), disk space became a problem. Upon initial setup, Ubuntu was allocated apx. 8GB of memory. The 8GB of memory became depleted once all required and additional packages were installed. As result the system would not allow us to run any commands through the terminal as well. To correct this issue we had free disk space through system recovery options.

2). Pokemon Trainer Account:

Once the system memory was resolved, signing remotely into Pokemon app proved to be a hassle. When signing in remotely from the terminal, we would receive messages that our Pokemon Training account "may have been banned". In order to get the graphical map to populate with Pokemon icons at the location where they are located, we had to sign into our Pokemon Trainer Account. After extensive research of this issue we found that this is a common issue. Some report success after brute force approach, by making a multitude of Pokemon Trainer Account and attempting to login with different ones until success is reached. This approach has not been successful for us.

RiotWatcher

3). Switch to RiotWatcher

Unfortunately, after many weeks of working on the PokemonGo-Map, it was banned by the developers of the Pokemon Application. As a result we found a project that was less likely to be banned… RiotWatcher. RiotWatcher is wrapper for the League of Legends API. We choose this project because of the readability of the source code, and the mass amount of methods that we could test.

The dependencies needed to execute the code was provided in a setup.py file. This made installing the necessary dependencies to run the source code straightforward. Also, the provided ReadMe file stated the all command line parameters needed to run the code. The only parameter that was not provided was the an account api-key. We retrieved this through our personal account. Once we obtained our api-key, we were successfully able to execute the code.