

Colin Haywood

Final Project Data Checkpoint

PROJECT CODE

Link to GitHub Repo for final project code:

<https://github.com/ColinHaywood/Final-Project-Checkpoint>

DATA SOURCES

Origin URLs:

```
RuinsGreatswordResponse = requests.get("https://eldenring.wiki.fextralife.com/Ruins+Greatsword")
RuinsGreatswordSoup = bs(RuinsGreatswordResponse.text, 'html.parser')
#Str 50, Int 16
```

```
AxeofGodrickResponse = requests.get("https://eldenring.wiki.fextralife.com/Axe+of+Godrick")
AxeofGodrickSoup = bs(AxeofGodrickResponse.text, 'html.parser')
#Str 34, Dex 22
```

```
GreatswordResponse = requests.get("https://eldenring.wiki.fextralife.com/Greatsword")
GreatswordSoup = bs(GreatswordResponse.text, 'html.parser')
#Str 31, Dex 12
```

```
BoltofGransaxResponse = requests.get("https://eldenring.wiki.fextralife.com/Bolt+of+Gransax")
BoltofGransaxSoup = bs(BoltofGransaxResponse.text, 'html.parser')
#Str 20, Dex 40
```

```
DragonKingCragbladeResponse = requests.get("https://eldenring.wiki.fextralife.com/Dragon+King's+Cragblade")
DragonKingCragbladeSoup = bs(DragonKingCragbladeResponse.text, 'html.parser')
#Str 18, Dex 37
```

```
HandofMaleniaResponse = requests.get("https://eldenring.wiki.fextralife.com/Hand+of+Malenia")
HandofMaleniaSoup = bs(HandofMaleniaResponse.text, 'html.parser')
#Str 16, Dex 48
```

```
GoldenOrderGreatswordResponse = requests.get("https://eldenring.wiki.fextralife.com/Golden+Order+Greatsword")
GoldenOrderGreatswordSoup = bs(GoldenOrderGreatswordResponse.text, 'html.parser')
#Str 16, Dex 21, Fai 28
```

```
DarkMoonGreatswordResponse = requests.get("https://eldenring.wiki.fextralife.com/Dark+Moon+Greatsword")
DarkMoonGreatswordSoup = bs(DarkMoonGreatswordResponse.text, 'html.parser')
#Str 16, Dex 11, Int 38
```

```
MoonveilResponse = requests.get("https://eldenring.wiki.fextralife.com/Moonveil")
MoonveilSoup = bs(MoonveilResponse.text, 'html.parser')
#Str 12, Dex 18, Int 23
```

```
SwordofNightFlameResponse = requests.get("https://eldenring.wiki.fextralife.com/Sword+of+Night+and+Flame")
SwordofNightFlameSoup = bs(SwordofNightFlameResponse.text, 'html.parser')
#Str 12, Dex 12, Int 24, Fai 24
```

```
BattleAxeResponse = requests.get("https://eldenring.wiki.fextralife.com/Battle+Axe")
BattleAxeSoup = bs(BattleAxeResponse.text, 'html.parser')
#Str 12, Dex 8
```

```
FlailResponse = requests.get("https://eldenring.wiki.fextralife.com/Flail")
FlailSoup = bs(FlailResponse.text, 'html.parser')
#Str 10, Dex 18
```

```
BastardStarsResponse = requests.get("https://eldenring.wiki.fextralife.com/Bastard's+Stars")
BastardStarsSoup = bs(BastardStarsResponse.text, 'html.parser')
#Str 8, Dex 22, Int 22
```

```
ShortSwordResponse = requests.get("https://eldenring.wiki.fextralife.com/Straight+Swords")
ShortSwordSoup = bs(ShortSwordResponse.text, 'html.parser')
#Str 8, Dex 10
```

Accessing with BeautifulSoup (as bs) shown above and in the code.

Summary:

~200 records available

14 records retrieved

Important field is the "Requires" field followed by "Str X", "Dex X", "Int X", "Fai X", where X are integers representing values for a statistic.

Caching is implemented with the requests_cache module and the following code:

```
requests_cache.install_cache(cache_name="Elden Ring Wiki Cache",  
backend="sqlite", expire_after=1800)
```

DATA STRUCTURE

As per Zoom meeting with Professor Madamanchi on 4/29/2022, project will use filtering instead of trees to organize data.

Example code showing how data is assembled before filtering:

```
all_list_items = GreatswordSoup.find_all('div', class_='infobox')  
test_list = all_list_items[0].text  
print(type(test_list))  
split_list = test_list.split()  
print(test_list.split())
```

```
for x in range(len(split_list)):  
    if split_list[x] == "Requires":  
        str_req = int(split_list[x+2])  
        if split_list[x+3] == "Dex":  
            dex_req = int(split_list[x+4])  
        else:  
            dex_req = 0  
        if split_list[x+5] == "Int":  
            int_req = int(split_list[x+6])  
        else:  
            int_req = 0  
        if split_list[x+7] == "Fai":  
            fai_req = int(split_list[x+8])  
        else:  
            fai_req = 0
```

```
print(f"{str_req}, {dex_req}, {int_req}, {fai_req}")  
GreatswordList = []  
GreatswordList.append(str_req)
```

```
GreatswordList.append(dex_req)
GreatswordList.append(int_req)
GreatswordList.append(fai_req)
print(f"Greatsword List: {GreatswordList}")
```

Results of above code:

```
<class 'str'>
['Greatsword', 'Attack', 'Phy', '164', 'Mag', '0', 'Fire', '0', 'Ligt', '0', 'Holy', '0', 'Crit',
'100', 'Guard', 'Phy', '84', 'Mag', '50', 'Fire', '50', 'Ligt', '50', 'Holy', '50', 'Boost',
'56', 'Scaling', 'Str', 'C', 'Dex', 'E', 'Requires', 'Str', '31', 'Dex', '12', 'Colossal',
'Sword', 'Standard', 'Stamp', '(Upward', 'Cut)', 'FP', '5', '(', '-', '8)', 'Wgt.', '23',
'Passive', '-']
31, 12, 0, 0
Greatsword List: [31, 12, 0, 0]
```

This list can then be filtered against user-input statistics.

INTERACTION/PRESENTATION

Project will prompt user to input their character statistics for Strength, Dexterity, Intelligence, and Faith. These must be integers between various minimum values and 99; other entries will be continuously rejected and reprompted until correct entries are received.

Once this is done, the user will be presented with a list of weapons that are possible for them to use, including names and links to Wiki pages.