# LOOTPUSHER

Application for keeping abreast of your Path of Exile character gear progression

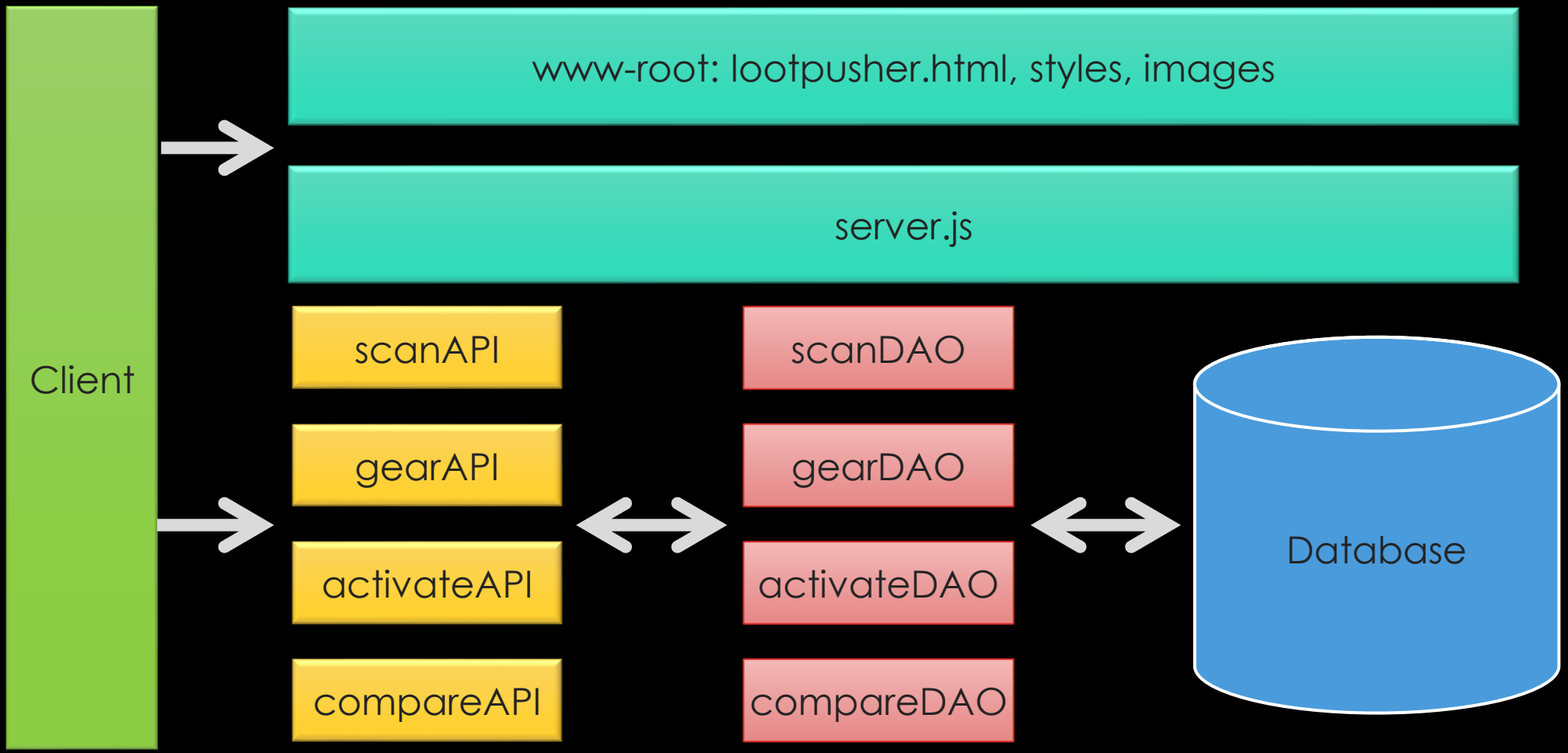
# PATH OF EXILE

- developed 2013 by GGG, a NZ game studio
- isometric multiplayer arpg, strong influences from Diablo I/II
- consists of standard league and fresh league that lasts 3-4 months; all new characters transfer to standard at the end of league
- tracking character items after 30+ leagues is painful, so there is a need for the application

# OVERVIEW

- scan characters to register based on account, league, level range
- each character has 10 item slots
- each item has name, item level, 3 max. mods for prefixes and suffixes and tier for each mod
- choosing character displays character gear, default view is weapon 1 slot
- user can toggle activated slot and save state
- compare (unfinished feature) checks item against every activated item based on same type; announces if item is better than every character has

# SERVER ARCHITECTURE

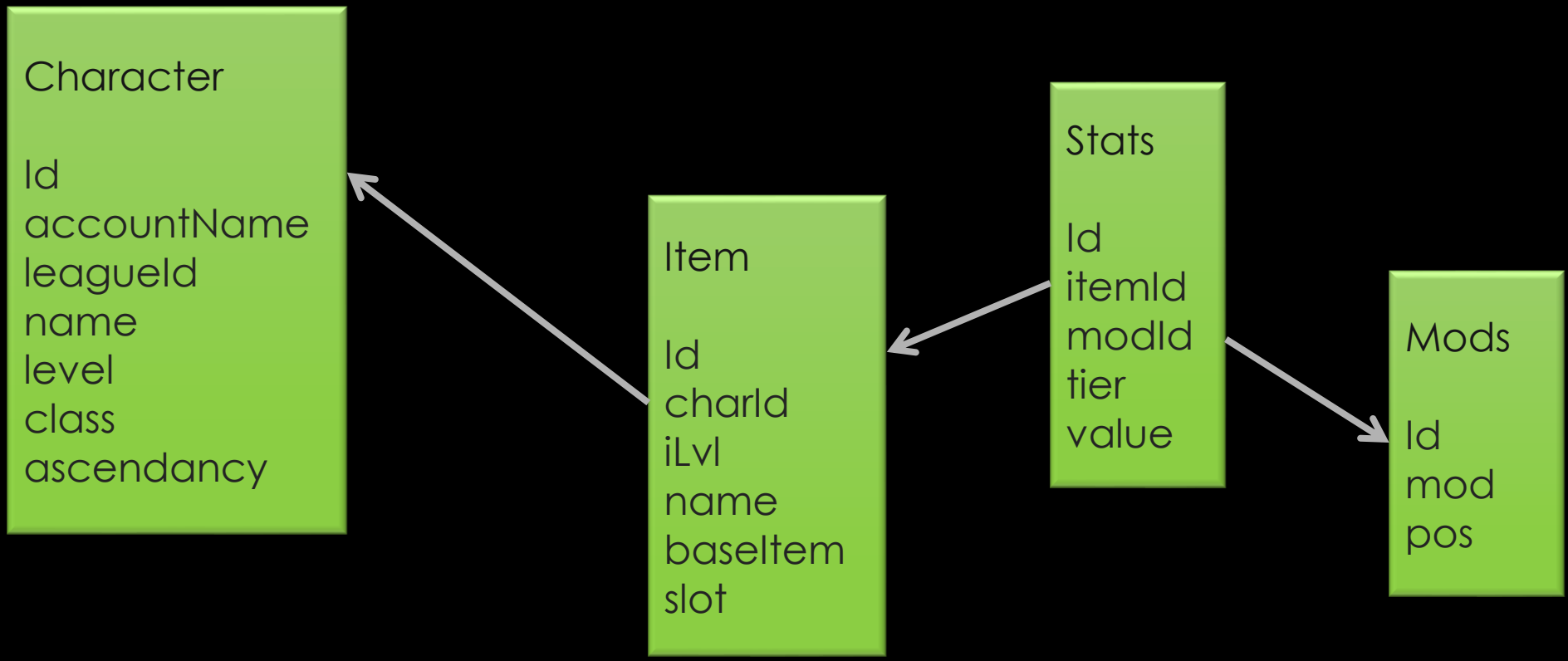


# LOOTPUSHER API

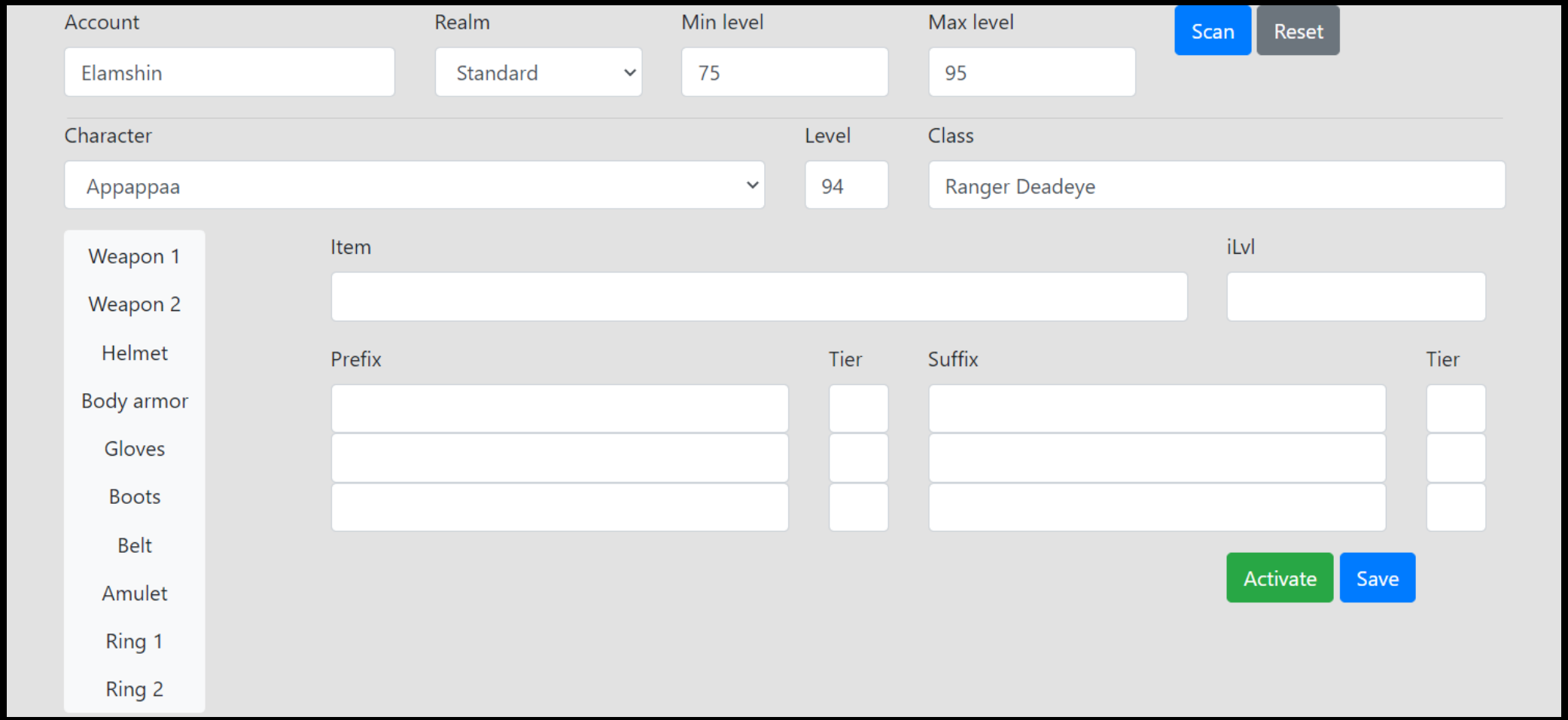
| Method | Url | Description |
|---|---|---|
| Get | /api/scan/{id} | Load all characters by account |
| Get | /api/gear/{id} | Load one specific character + loot |
| Put | /api/activate/{id} | Toggle activate gear check by slot |
| Get | /api/compare/{id} | Compare new gear to all activated slots |

# CLIENT ARCHITECTURE

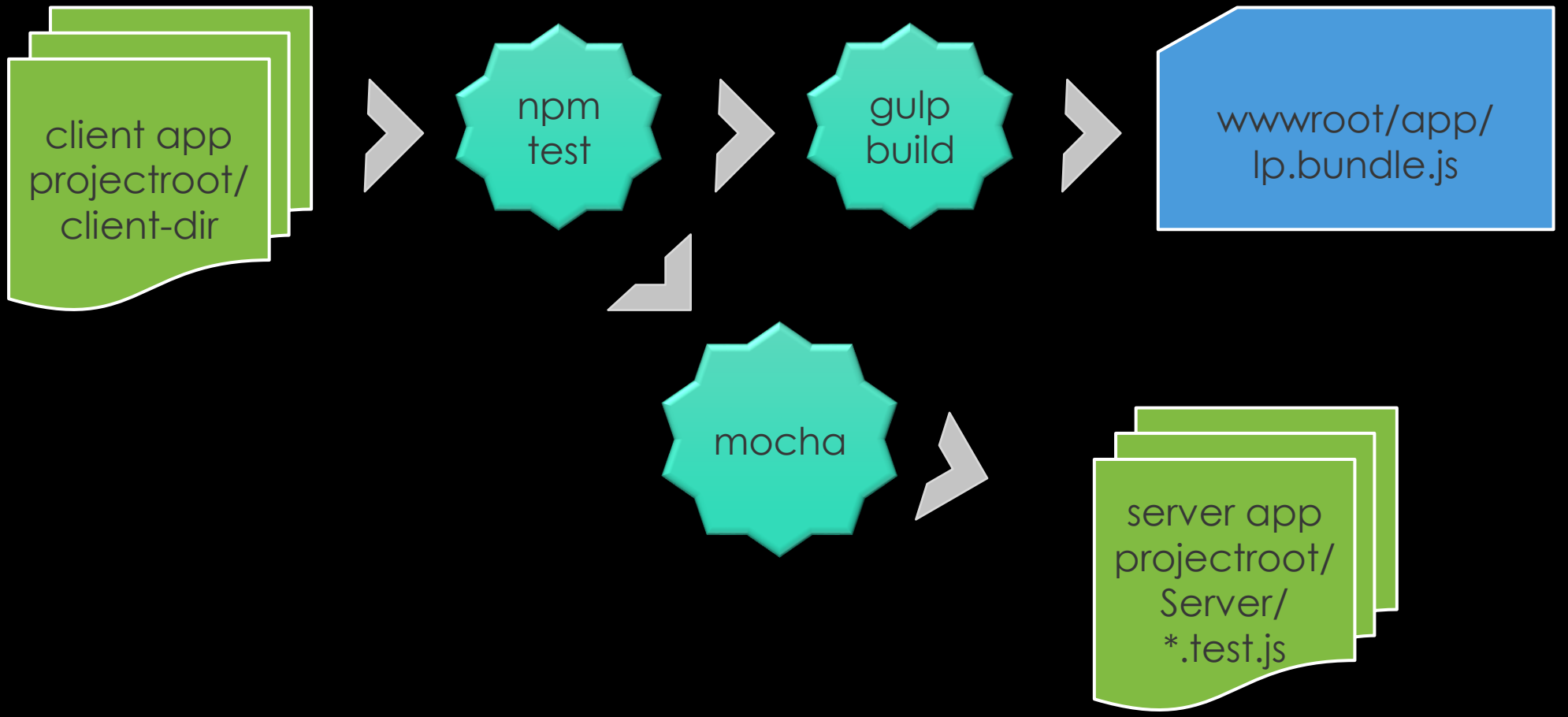
# DATA MODEL


Character
Id
accountName
leagueId
name
level
class
ascendancy
Item
Id
charId
iLvl
name
baseItem
slot
Stats
Id
itemId
modId
tier
value
Mods
Id
mod
pos

# UI


Account
Elamshin
Realm
Standard
Min level
75
Max level
95
Scan
Reset
Character
Appappaa
Level
94
Class
Ranger Deadeye
Weapon 1
Weapon 2
Helmet
Body armor
Gloves
Boots
Belt
Amulet
Ring 1
Ring 2
Item
iLvl
Prefix
Tier
Suffix
Tier
Activate
Save

# DEVELOPMENT PROCESS



# SECURITY