

# Top-tier MTGA Decklists Webscraping

Magic: the Gathering (MTG) debuted in 1993 when Richard Garfield and his team of computational mathematicians, business minds, and others from diverse backgrounds released a card game which sold out the first year of its release. Its popularity continued, and some of its rarest cards are now worth the same amount as a house down payment (I.e., Black Lotus). The card game has evolved over decades and has recently been released on a digital platform as the game Magic: the Gathering Area (MTGA).

Competitive MTGA players are by another name strategic information consumers. Not only must they become technically proficient in their game but they must also learn what cards their opponents are likely to play as they match up against them. To survive in the competitive realm, they must learn which cards they can use to sustain victory streaks.

Finding this information can be cumbersome. A competitive player would need to check win-loss information published from tournaments at least daily, if they want to keep their edge. Realistically, players who have made a livelihood of the game would need to check hourly. While the information on the web, constantly checking websites is mostly wasteful. Often, a deck swapped out with another once per week. At which time(s), this is unknown. This motivates the need for an automated checker that will update the player whenever a change is made so they may start practicing new strategy.

There are many sites on the web which take the aggregated win-loss rate from MTGA and compile it. [mtgadecks.net](http://mtgadecks.net) has been chosen due to their good record of providing reliable and timely information. The information will be gathered hourly, and if a change is made, the user will be alerted via email. Due to the scale of the project and simple-mail transfer protocol limitations, the only mail service that will be supported is yahoo mail.

The scraping will be done with Python3. This programming language will allow for easy scripting capabilities to pull the data from the web using operating system calls from within the `os` module, an emailing feature through the `smtp` module, and the remainder of entry of the email address will be done through various functions built from scratch.

Future upgrades for this project will include: support for various mail services, copying and pasting the deck list from [mtgadecks.net](http://mtgadecks.net), a Tkinter module use to make the program more pleasing to the eye when the user is entering their email and navigating the program, an executable with privilege requests (Windows OS) to start the program at boot up, and the ability to integrate with the MTGA Pro Tracker app – therefor allowing the user to determine if they have the cards to build the new deck or will require more.