

BATALLA DE RACES

ラズのバトル

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Base de datos

Table: **players**

Columns:

<u>player_id</u>	int AI PK
player_name	varchar(25)
global_points	int

Table: **weapons_available**

Columns:

WARRIOR_ID	int
WEAPON_ID	int

Table: **weapons**

Columns:

<u>weapon_id</u>	int PK
weapon_name	varchar(25)
weapon_image_path	varchar(100)
weapon_damage	int
weapon_speed	int
weapon_points	int

Table: **warriors**

Columns:

<u>warrior_id</u>	int PK
warrior_name	varchar(45)
warrior_image_path	varchar(100)
race	varchar(15)
health_points	int
damage_points	int
speed_points	int
defense_points	int
agility_points	int
race_points	int
warrior_sprite	varchar(100)

Table: **battle**

Columns:

<u>battle_id</u>	int AI PK
player_id	int
warrior_id	int
warrior_weapon_id	int
opponent_id	int
opponent_weapon_id	int
injuries_caused	int
injuries_suffered	int
battle_points	int

Base de datos

Tabla warriors

warrior_id	warrior_name	warrior_image_path	race	health_points	damage_points	speed_points	defense_points	agility_points	race_points	warrior_sprite
1	Legolas	M3-Programacio/Images/warrior11.png	Elf	40	4	7	2	7	19	M3-Programacio/
2	Isildur	M3-Programacio/Images/warrior21.png	Elf	40	4	7	2	7	19	M3-Programacio/
3	Eru	M3-Programacio/Images/warrior31.png	Elf	40	4	7	2	7	19	M3-Programacio/
4	Arthur Pendragon	M3-Programacio/Images/warrior41.png	Human	50	5	5	3	6	20	M3-Programacio/
5	Siegfried	M3-Programacio/Images/warrior51.png	Human	50	5	5	3	6	20	M3-Programacio/
6	Sir William Wallace	M3-Programacio/Images/warrior61.png	Human	50	5	5	3	6	20	M3-Programacio/
7	Brokk	M3-Programacio/Images/warrior71.png	Dwarf	60	6	3	4	5	21	M3-Programacio/
8	Guldrak	M3-Programacio/Images/warrior81.png	Dwarf	60	6	3	4	5	21	M3-Programacio/
9	Krumgrom	M3-Programacio/Images/warrior91.png	Dwarf	60	6	3	4	5	21	M3-Programacio/

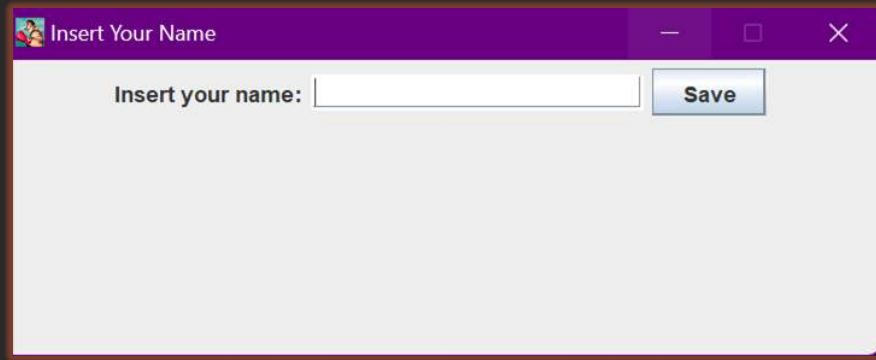
Base de datos

Tabla **weapons**

	weapon_id	weapon_name	weapon_image_path	weapon_damage	weapon_speed	weapon_points
▶	1	Bow	M3-Programacio/Images/weapon61.png	1	5	15
	2	Sword	M3-Programacio/Images/weapon21.png	1	1	10
	3	Daggers	M3-Programacio/Images/weapon11.png	0	3	10
	4	Katana	M3-Programacio/Images/weapon71.png	2	3	18
	5	Poniard	M3-Programacio/Images/weapon81.png	0	4	12
	6	Two handed axe	M3-Programacio/Images/weapon91.png	5	0	20
	7	Scimitar	M3-Programacio/Images/weapon51.png	1	2	14
	8	Double swords	M3-Programacio/Images/weapon41.png	2	2	14
	9	Hatchet	M3-Programacio/Images/weapon31.png	3	0	10

Programación

Nada más abrir el programa
lo primero que nos
aparecerá es esta ventana
para introducir un nombre.



The image shows a screenshot of a small application window titled "Insert Your Name". The window has a purple title bar with standard Windows window controls (minimize, maximize, close). The main content area is white and contains the text "Insert your name:" followed by a text input field. To the right of the input field is a blue button with the text "Save".

Programación

Abre la ventana con la selección de personajes

■ Abre la ventana con la selección de armas

Abre la ventana con el ranking

■ Consola en la que se mostrarán los datos de la pelea



Botón para comenzar la pelea

Botón para limpiar la consola

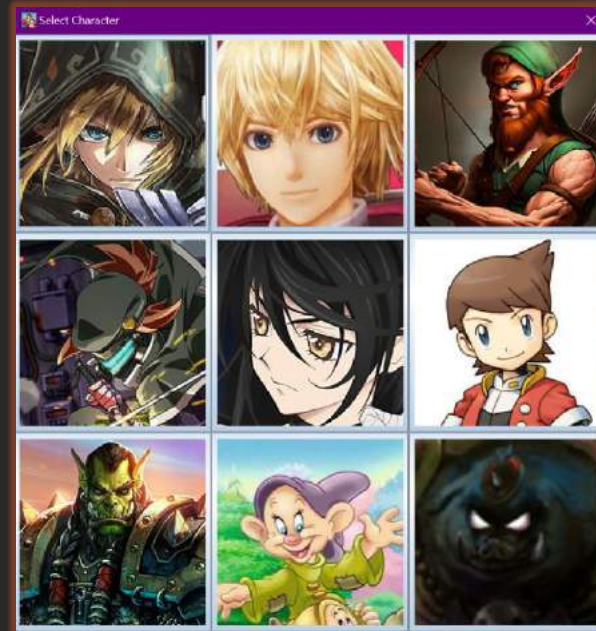
Salta al final de la batalla

Programación

Cuando pulsamos el botón “**Choose Character**” se nos abrirá una nueva ventana emergente en donde nos aparecerán los personajes disponibles para jugar.

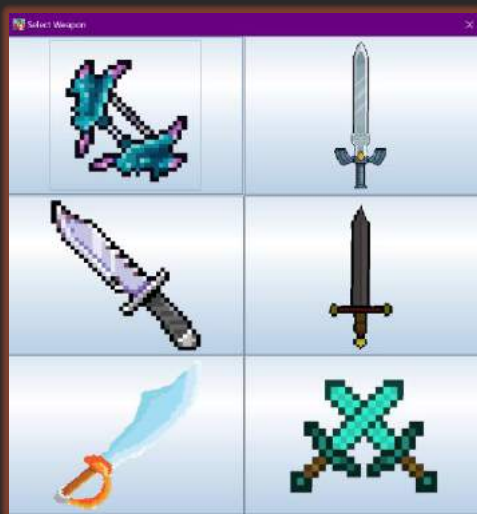
Estos estarán divididos por 3 filas:

- Elfos.
- Humanos.
- Enanos.

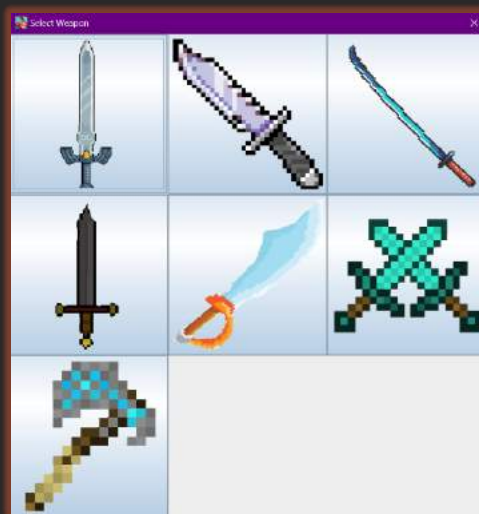


Programación

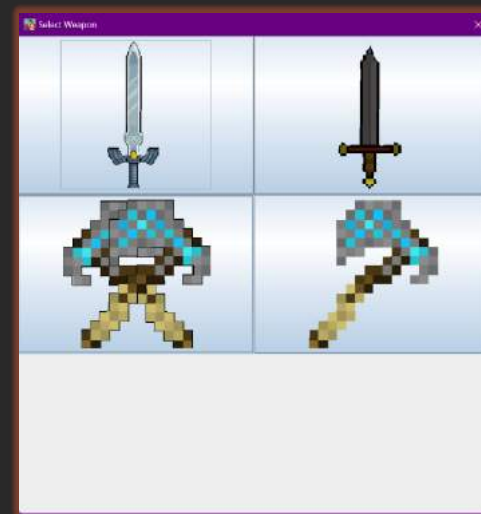
Armas disponibles para Elfos



Armas disponibles para Humanos

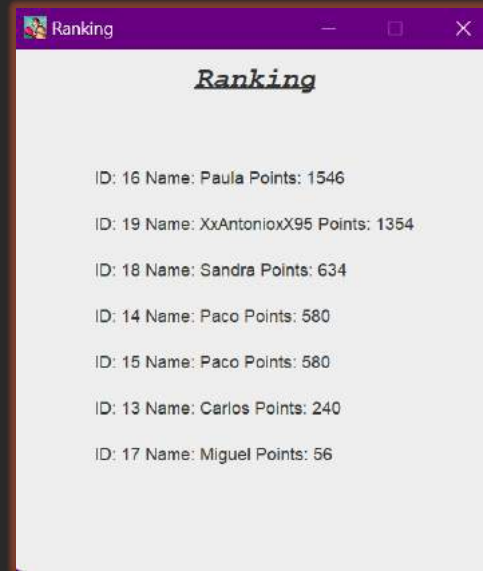


Armas disponibles para Enanos



Programación

Ranking de los 10 jugadores con más cantidad de puntos totales ordenados de manera descendente.



A screenshot of a software window titled "Ranking". The window has a purple title bar with standard minimize, maximize, and close buttons. The content area is white and displays a list of players in descending order of points. The title "Ranking" is centered at the top in a bold, italicized font. The list contains 7 entries, each showing an ID, a name, and a points value.

ID	Name	Points
16	Paula	1546
19	XxAntonioX95	1354
18	Sandra	634
14	Paco	580
15	Paco	580
13	Carlos	240
17	Miguel	56

DB a XML

```
0      1      2      3      4      5      6      7      8
row = ['battle_id', 'player_id', 'warrior_id', 'warrior_weapon_id', 'opponent_id', 'opponent_weapon_id', 'injuries_caused', 'injuries_suffered', 'battle_points']
```

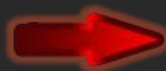
```
for row in data:
    xml += '<battle_info>' + sep
    xml += '<battle_id>' + str(row[0]) + '</battle_id>'
    # ... (other fields) ...
```






```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE battle SYSTEM "battle.dtd">
<battle>
  <battle_info>
    <battle_id>1</battle_id>
    <player_id>2</player_id>
    <warrior_id>1</warrior_id>
    <warrior_weapon_id>2</warrior_weapon_id>
    <opponent_id>2</opponent_id>
    <opponent_weapon_id>6</opponent_weapon_id>
    <injuries_caused>0</injuries_caused>
    <injuries_suffered>0</injuries_suffered>
    <battle_points>100</battle_points>
  </battle_info>
  <battle_info>
    <battle_id>2</battle_id>
    <player_id>5</player_id>
    <warrior_id>3</warrior_id>
    <warrior_weapon_id>4</warrior_weapon_id>
    <opponent_id>5</opponent_id>
    <opponent_weapon_id>6</opponent_weapon_id>
    <injuries_caused>4</injuries_caused>
    <injuries_suffered>5</injuries_suffered>
    <battle_points>100</battle_points>
  </battle_info>
</battle>
```

XSL y HTML

```
<?xml version="1.0" encoding="utf-8"?>
<xsl:stylesheet version="1.0" xmlns:xsl="http://www.w3.org/1999/XSL/Transform">
  <xsl:template match="/battle">
    <html>
      <head>
        <meta http-equiv="Cache-Control" content="no-cache, no-store, must-revalidate" />
        <meta http-equiv="Pragma" content="no-cache" />
        <meta http-equiv="Expires" content="0" />
        <meta name="viewport" content="initial-scale=1, maximum-scale=1"/>
        <link href="/battle.css" rel="stylesheet"/>
        <title>Battle Results</title>
      </head>
      <body>
        <xsl:for-each select="battle_info">
          <div class="battleinfo">
            <h1>Battle <xsl:value-of select="battle_id"/></h1>
            <div class="portraits">
              <xsl:element name="img">
                <xsl:attribute name="class">photo</xsl:attribute>
                <xsl:attribute name="src">../images/warrior<xsl:value-of select="warrior_id"/>.png</xsl:attribute>
              </xsl:element>
              <xsl:element name="img">
                <xsl:attribute name="class">photo</xsl:attribute>
                <xsl:attribute name="src">../images/warrior<xsl:value-of select="opponent_id"/>.png</xsl:attribute>
              </xsl:element>
            </div>
            <table>
              <tr>
                <td>Players ID</td>
                <td>2</td>
                <td><img alt="Warrior icon" data-bbox="821 463 834 481"/></td>
              </tr>
              <tr>
                <td>Warrior ID</td>
                <td>1</td>
                <td>2</td>
              </tr>
              <tr>
                <td>Weapon ID</td>
                <td>2</td>
                <td>6</td>
              </tr>
              <tr>
                <td>Injuries Caused</td>
                <td>0</td>
                <td>0</td>
              </tr>
              <tr>
                <td>Injuries Suffered</td>
                <td>0</td>
                <td>0</td>
              </tr>
              <tr>
                <td>Battle Points</td>
                <td>100</td>
                <td><img alt="Sword icon" data-bbox="763 715 776 771"/> <img alt="Dragon icon" data-bbox="805 715 834 771"/>
              </tr>
            </table>
          </div>
        </xsl:for-each>
      </body>
    </html>
  </xsl:template>
</xsl:stylesheet>
```



Battle 1		
		
Players ID	2	
Warrior ID	1	2
Weapon ID	2	6
Injuries Caused	0	0
Injuries Suffered	0	0
Battle Points	100	