Development Journal for My 20 Percent Project

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Week 1 (Friday, February 05, 2016):

Today I started out my 20% project by watching a YouTube video on the basics of creating a Twitch.tv chat bot, the logistics of actually seeing results of which will be difficult, as the school internet blocks the website. However, I can test at home with my own channel (which I will be omitting for the sake of privacy), and I can still develop in class on Fridays.

The fundamentals of the bot have been laid out mostly, as getting it to barely function is quite a menial task. All this requires is a TCP client connection and some other basic methods to connect to the server. In the upcoming Fridays, I’m going to tackle the vocabulary and inner workings of the bot code, as to understand what I am actually doing; copying doesn’t mean anything if you don’t know what it means.

My hopes for the project so far: Pretty high. The challenging part will be to debug and hard code in exceptions to everything, as the end user seems to break anything they touch. The end goal of this project is to get a bot that makes a channel chat better, and not to be there for the sake of having a bot.

Total Word Count: 206

Week 2 (Sunday, February 14, 2016):

Over the weekend I realized that I was doing some things completely wrong. So I re-watched what I did over on the 5th and figured out what I was doing wrong. Windows Form Applications have nifty toolbox items that allows someone to display or count time. Working from home also allowed me to test the simple ability to read and display what is going on in the chat (See Images Folder), and to my enjoyment, it worked.

My end goal is to understand the code, since understanding what you make is a good way to improve on what you make. Getting the functionality I want in this bot will take time and effort, which whether I want to or not, is essential to getting an awesome bot (and a good grade).

I will continue to cross-reference tutorials and other bots to see what functions they serve. A notable one, NightBot, can do many things. It can act like an automatic moderator, it can have keywords or commands and act accordingly, and it can run with other plugins to help the streamer.

Total Word Count: 181

Week 3 (Sunday February 21, 2016):

I have made a lot of progress. The bot actually does stuff, and it does it very well! It can respond to input, can read the user that said it, and can even do mod actions if the channel owner so pleases. This is a major update and I will continue to make it better to actually transform it into a bot that could be used by other channels.

That being said, I fear for my deliverable schedule. I think I have made so much progress, or I massively underestimated the ability to create the functions, that I have basically met all deliverables by the third week. Such being said, I will always strive to improve upon it, and also make it much more user friendly. At the moment, it’s a bot only a developer could love.

My current goal for the next week is to reformat everything. The source code as I’m writing this is horrible, redundant and a pain to read. Since this is an open source project, the methods will have to be public, and I will have to create an API sheet and document all methods and features. I am very glad I took this project; it has taught me a lot. Hopefully, by the end of the development time, I will have a bot to be proud of.

Total Word Count: 223

Week 4 (Sunday February 29, 2016):

It was only a minor update, but I added a log feature. The log feature creates a .txt file that each channel gets and every time a user speaks inside the channel it logs the time, the message, and the user. It also automatically generates dates and everything is managed via the C# code.

Since most of my deliverables are already met, I’m adding a stretch goal. By the end of the weeks in May, I will try to set up a server and a GUI to manage everything. My plan is to actually have a legitimate contender for good twitch bots that large channels will use. The server will host any assets such as condition files, log files, and other information files that I might add on later.

It’s been quite an experience working on this project, but I hope by the end of it I come out with much knowledge to help me in the realm of computer application design.

Total Word Count: 162

Week 5 (Sunday March 6, 2016):

I didn’t really do anything this week. With a TSA (Technology Student Association) competition coming up and a game to complete, full focus has been put into that. Besides looking into a server to store information and creating a user interface, my bot is looking presentable (although the code could use some shaping up).

Working on this bot and other projects relating to computer science have shown me that hard work and progress take time, and that everything is hard until you start getting into it. The game I’m developing and this Twitch bot have also been applicable, so I feel better about working on them. It’s been a wonderful experience and I will continue working on stuff in the future like the sort. As for now, I’m tired and stressed, and I don’t want to destroy my physical and mental health.

The bot can wait, this project cannot. I’m leaving March 10th for Twin Falls, and there I will learn much about engineering and what it can do for me. I’m hoping that all this hard work was worth it, that I’ll get an end result from all the madness. Applying computer science concepts has been great, and I will seek to continue it in the future.

Total Word Count: 154