

# The Deadball Player Generator

This is a simple program, written in Python3, that will generate a random ball player for the RPG **Deadball** by **W.M.Akers**. It has the option to save the player to a csv file, **Comma Separated Values**, or you can copy it directly to a roster. In addition to a single player, the program can generate a vast number of players to create a talent pool using Bulk Generate, and has the option to create a Random Team.

## The Main Program Window

The screenshot shows the 'Deadball Player Creator' application window. At the top left is a button 'Get Deadball by W.M. Akers'. Below it are input fields for 'Player Name:', 'Player Age:', 'Player Position:', 'Left or Right:', 'Batter Target:', 'On Base Target:', 'Pitching Trait:', 'Pitching Die:', and 'Batting Trait:'. To the right of these fields are two checkboxes: 'Select for "Ancient" Players' with an unchecked box for 'Ancient Era', and 'Select for "Farm Hand" Players' with an unchecked box for 'Farm Hand'. Further right is a panel titled 'Select the "Age" of the Players' containing four checkboxes: 'Prospect' (checked), 'Rookie' (unchecked), 'Veteran' (unchecked), and 'Old Timer' (unchecked). Below the input fields is a large text box with instructions: 'Welcome to a simple player and team creation app. To use this generator, click on the "Randomize" button to create a random player. When there is a likable player, click on the "Save Player" button to store the player into the PlayerPool.csv file. To generate a large number of players, fill out the "Number to Generate" field, then click on the "Bulk Generate" button. This adds the specified number of players to the csv file. To generate a random team, click on the "Random Team" button to have a random created and saved into a specified csv file. app created by Mountain Monkeys - tiqdreng'. To the right of the text box is a section titled 'Bulk Player Creation' with a label 'How many Players to generate:' followed by a green input field and a 'Bulk Generate' button. At the bottom of the window are four buttons: 'Close', 'Randomize', 'Save Player', and 'Random Team'.

Here is the main window for the program. In the top left is a link that will take you to the DriveThruRPG page to purchase **Deadball** in its current and second edition. Underneath this button is where a single player's stats will be displayed after generation. Below that is a text box that has very coarse and simple instructions on using the program.

On the right hand side are a few check boxes for the type of ball league to generate for. The program defaults to the **Modern Era** and by clicking on the check box it will generate the **Ancient Era** ball players. Just below that is an option to generate a **Farm Hand** player as well.

When selecting the **Age** of the generated player, be aware that only one of the options can be selected. There is an error message that will display if more than one, or no options are selected. This also applies to

the **Bulk Generate** option.

**Bulk Generate** does exactly that. It will generate the number of players entered into the input field, and will append that list to the **PlayerPool.csv** file. This allows for the ability to hold a "draft" party where all participants can pick from the pool in turns.

## The Main Buttons

**Bulk Generate** : Clicking this will generate the number of random players entered into the input field

**Randomize** : This generates a random player and displays their information in the program window

**Save Player** : This will append the currently displayed player to the PlayerPool.csv file

**Random Team** : This will generate a random team and once finished will prompt for a filename to save the team to

## Additional Files

**README.md** : This document in its source format

**README.pdf** : The compiled PDF of this document

**firstNames.txt** : This is the first name file list that can be modified to include any first name that you might want to use

**surnames.txt** : This is the last name file list that can be modified to include any last name that you might want to use

**PlayerPool.csv** : This is the player pool list in which players can be "drafted" from for your team

**PlayerPool.xlsx** : This is a Microsoft Excel file that pulls in the data from the PlayerPool.csv so that the csv file can still be updated by the program. It is merely here as a simple addition to help speed up the flow a bit and is not necessary if you don't want to use it. It also allows for a quick view of how the data can be viewed in a spreadsheet application