

## Control Panel



**14M**  
Total Item Quantity

**3M**  
Total Offers Count

**46,28M**  
Total Market Buyout Value (g)



## World of Warcraft

API

In this Panel  
you shall Find  
**Bookmarks**  
&&  
**Additional  
Features!**

## WHAT IS WORLD OF WARCRAFT?

World of Warcraft, a massively multiplayer online role-playing game (MMORPG) developed by Blizzard Entertainment, first captured the gaming world's imagination when it was launched on November 23, 2004. Over nearly two decades, the game has evolved with the introduction of numerous expansions, each adding new dimensions to the immersive universe.

The core objective of World of Warcraft is to engage players in a shared virtual world, allowing them to collaborate with others to

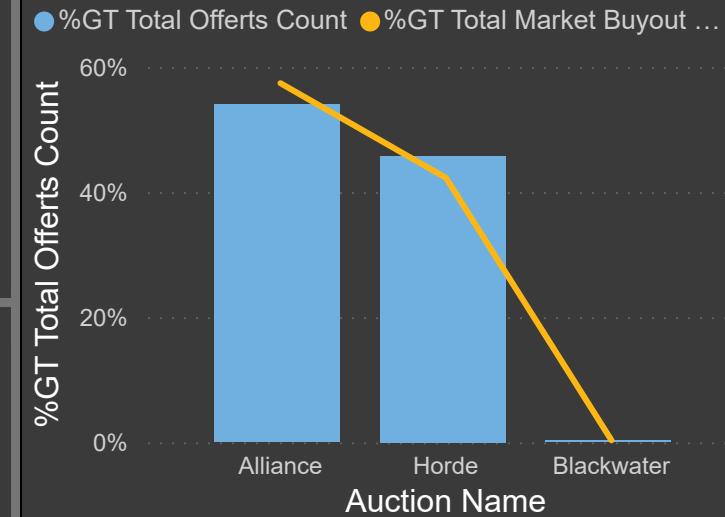
## Auction House and Basic of economics.

At the heart of World of Warcraft's economic structure lies the Auction House, a pivotal mechanism devised by Blizzard Entertainment. This platform empowers users to engage in trade, facilitating the exchange of in-game items for the currency of the realm. The Auction House operates on a fundamental principle similar to real-life economies, where the forces of demand and supply influence prices.

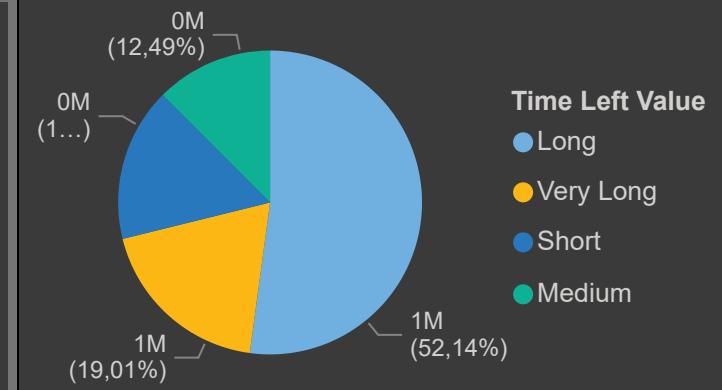
## Project Assumptions.

The idea of this project is to create a dynamic dashboards that can show the overall data about World Of Warcraft Classic (Vanilla) Auction Houses utilizing Blizzard API. The data is taken using Python scripts that are in ~Scrapper directory. The project is a Command Line Application that allows to scrap data straight from Blizzard Servers and pre-process it. It is necessary to remember, if one want to scrap data from this API, one must provide his own Client ID and Client Password. One can get it just by registering on blizzard API website; those data need to be provided into ~Scrapper/dataClasses/Scrapper.py - "CLIENT ID" and "CLIENT SECRET" class attributes.

## Total Offers Count and Total Market for each Auction (%)



## Total Offers Count by Time Left Value



# Control Panel



# 46,28M

Total Market Buyout Value (g)

# 3M

Total Offers Count

## Region and Servers

Search

- Europe
- Korea
- Taiwan

## Items Class/Subclass

All

## Inventory Type Name

All

## Quality Type

All

## Bookmarks

### High Level Items

Item Requirement Level

0

60

### Low Level Trade Goods

Item Level

0

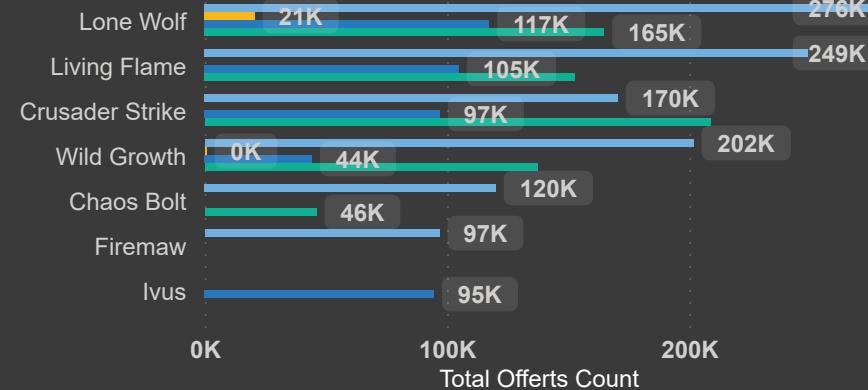
80

### Medium Level Armor

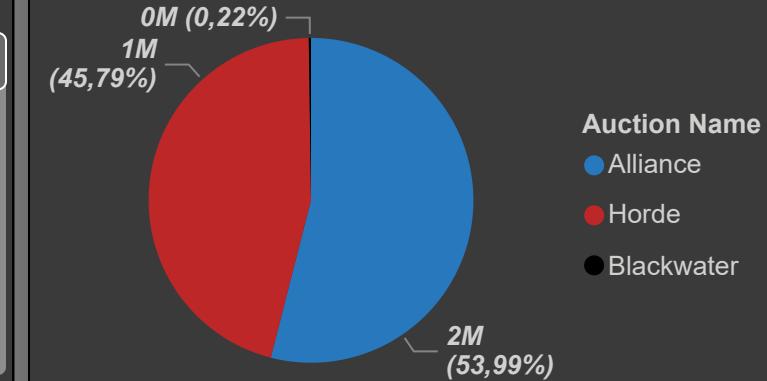
Clear All Slicers

## Total Offers by Region Name and Server Name

Region Name ● Europe ● Korea ● Taiwan ● United States

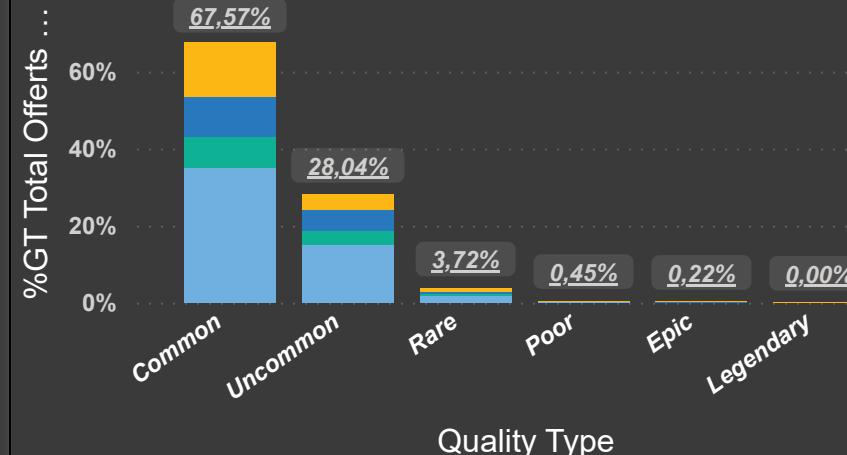


## Offers Count by Auction Names



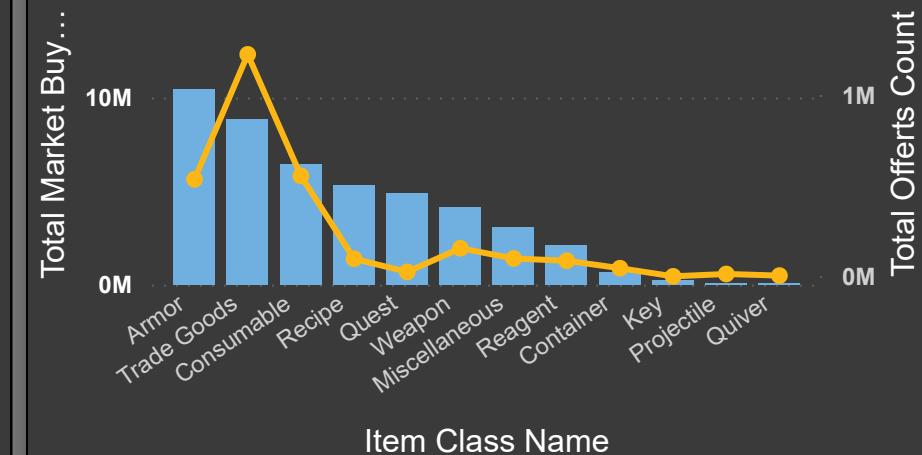
## Total Offers (%GT) by Item Quality and Time Left Value

Time Left Value ● Long ● Medium ● Short ● Very Long



## Total Market Value and Offers Count by Items Names

● Total Market Buyout Value (g) ● Total Offers Count



# Control Panel



## Region and Servers

Search

- Europe
- Korea
- Taiwan

## Items Class/Subclass

All

## Inventory Type Name

All

## Quality Type

All

## Bookmarks

### High Level Items

#### Item Requirement Level

0  60

#### Item Level

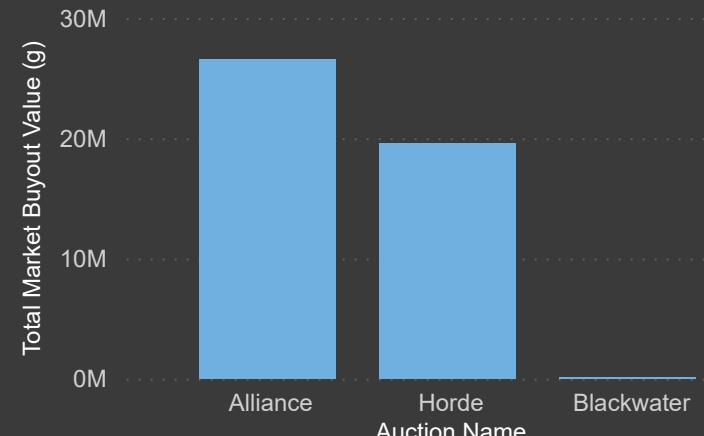
0  80

### Medium Level Armor

#### Clear All Slicers

Item Class Name	Item Subclass Name	Total Market Buyout Value (g)	Total Market Buyout Value in Category (%)	Share of Uncommon Items in Item Class Name (%)	Most Total Buyout Value Region
Trade Goods	Trade Goods	8 118 501,60	91,80%	31,08%	Taiwan
Consumable	Consumable	6 454 255,97	100,00%	0,23%	Taiwan
Quest	Quest	4 898 885,11	100,00%	20,97%	Taiwan
Miscellaneous	Junk	3 081 617,92	100,00%	12,55%	Taiwan
Armor	Cloth	2 679 641,04	25,64%	6,62%	United States
Armor	Leather	2 208 535,25	21,14%	4,43%	United States
Reagent	Reagent	2 123 972,81	100,00%	34,42%	United States
Armor	Mail	1 857 331,02	17,77%	3,36%	Taiwan
Armor	Plate	1 704 565,63	16,31%	1,54%	United States
Armor	Miscellaneous	1 689 155,90	16,17%	6,34%	Taiwan
Recipe	Alchemy	1 301 498,22	24,58%	19,60%	United States
Recipe	Book	1 100 573,86	20,79%	5,36%	Taiwan
Total		46 281 153,62	100,00%	22,98%	Taiwan

Total Market Buyout Value (g) by Auction Name



# Control Panel



**14M**

Total Item Quantity

**46,28M**

Total Market Buyout Value (g)

**3M**

Total Offers Count

**6609**

Count of Items

Item Name	Media URL	Item Name	Item Class Name	Item Subclass Name	Item Requirement Level	Item Level	Inventory Type Name	Average Item Price Per Unit (g)	Total Offers Count
All		"Mage-Eye" Blunderbuss	Weapon	Gun	26	31	Ranged	1,20	217
All		10 Pound Mud Snapper	Miscellaneous	Junk	0	15	Held In Off-hand	0,44	170
All		12 Pound Mud Snapper	Miscellaneous	Junk	0	15	Held In Off-hand	3,31	131
All		15 Pound Mud Snapper	Miscellaneous	Junk	0	15	Held In Off-hand	8,90	27
All		15 Pound Salmon	Miscellaneous	Junk	0	55	Held In Off-hand	5,00	1
0 60		17 Pound Catfish	Miscellaneous	Junk	0	15	Held In Off-hand	3,12	259
0 80		19 Pound Catfish	Miscellaneous	Junk	0	15	Held In Off-hand	1,13	210

## Bookmarks

### High Level Items

### Low Level Trade Goods

### Medium Level Armor

### Clear All Slicers

# Control Panel



First Item Name  
[Antenna of...](#)

**2,75K**

Average Item Price Per Unit (g)

**2,67K**

Average Bid Item Price Per Unit (g)

**10**

Total Item Quantity

Region Name, R...

Search

Europe

Taiwan

Auction Name

Alliance

Blackwater

Horde

Time Left Value

Long

Medium

Short

Very Long



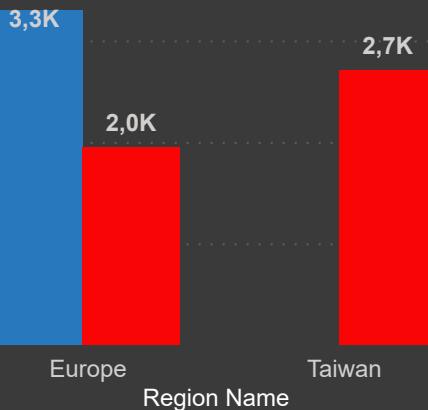
Is Realm Dead

False

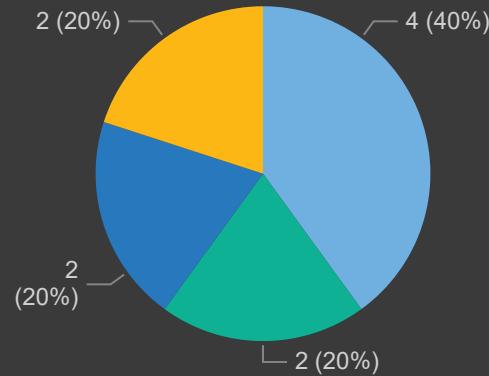
## Average Item Price Per Unit (g) by Region Name and Auction Name

Auction Name ● Alliance ● Horde

Average Item Price Per Unit (g)



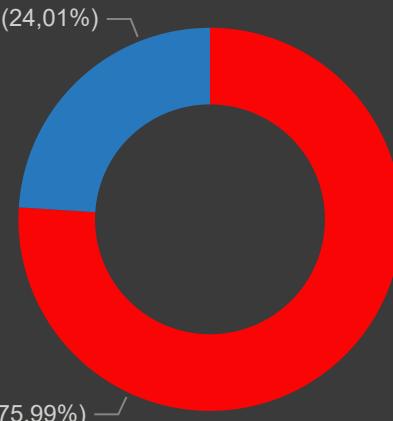
## Count of Transaction Number by Time Left Value



Time Left Value

- Long
- Medium
- Short
- Very Long

## Total Market Buyout Value (g) by Auction Name



Auction Name  
● Horde  
● Alliance

## Total Offers Count by Realms Name

Ivus

Firemaw

7

3