Fate-Weaver

Age of Sigmar Assistant General

1-Intro:

The goal of Fate-Weaver is to provide is to assistant Age of Sigmar generals decision making in the heat of combat.

To achieve this, I would like Fate-Weaver to do the following:

* Calculate how much damage one unit can do to another and its kill percentage (how likely the friendly unit is to destroy the enemy unit in one round of combat)
* Calculate a unit’s value compared to the rest of its army.
* Use the above to suggest the optimal activation order for units currently in combat.
* Calculate likely hood to complete a charge based on where two units are positioned.
* Use the above to suggest where to engage the enemy.

But most of all, I want to use this project to challenge my programming capabilities and learn lots of new tricks along the way.

2-Loading the Armies:

2.1-First Draft:

I decided to begin my project by implementing a way to load armies into objects as this would allow me to already have data on units in the system before wanting to test any calculations. This would also allow me to define much of the program structure early on.

Diagram, table

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*Figure 1 – Army ERD First Draft*

I started by drafting up an Entity Relationship Diagram using <https://cloud.smartdraw.com> to get an idea for generally how I wanted to structure the classes within an army. This can be seen in Figure 1 above.

2.2-Loading From Excel:

For this project I need to store lots of static data about unit stats and I believed the best way to do this was in an excel document. This also gave me the opportunity to learn something new – figuring out how to make my code interact with excel.

After a little bit

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