

**NAME**

`gma go session-stats` – Generate web forum summaries of game sessions

**SYNOPSIS**

(If using the full GMA core tool suite)

`gma go session-stats` [options as described below...]

(Otherwise)

`session-stats -h`

`session-stats -help`

`session-stats [-r] -s inputfile`

`session-stats -v inputfile`

**DESCRIPTION**

When completing a game session that is part of a larger overall campaign, the GM can collect some basic statistics about the game session in a JSON-formatted data file. This has the overall format:

```
{ "game_sessions": [
  each game session described in a list here...
]}
```

Each game session is described by a JSON object in the form

```
{
  "date": "18-Feb-2023",
  "video": "ABCDEFGHijkl",
  "duration": "5h56m34s",
  "title": "The Plot Thickens...",
  "world_dates": "Desnus 4, 4722",
  "book": 1,
  "url": "https://forum.example.org/games/1.html",
  "synopsis": "The party stumbles upon a dark hidden secret"
},
```

Note that, to be a valid JSON file, the trailing comma must be omitted from the last game entry in the list.

The meaning of the fields are described below.

<code>date</code>	The real-world date of the game session, in <i>dd-month-yyyy</i> format.
<code>video</code>	If your game sessions are recorded on YouTube, the video ID (the part of the video's URL that appears just after the "v=" but before the next "&") is entered here. If you don't have a video, leave this field out.
<code>duration</code>	The total duration of the session (or of the edited video, if there is one) in Go's duration type format.
<code>title</code>	The title by which you wish to refer to this game session.
<code>world_dates</code>	The in-game date(s) in which the events of the game session take place. This is an arbitrary-formatted string value.
<code>book</code>	The integer book number of a multi-book campaign or Adventure Path. The synopsis list will indicate the start of each new book in the list.
<code>url</code>	The URL to the web forum post where you have written a full summary of the game session events.
<code>synopsis</code>	A string value which contains an HTML-formatted brief synopsis of the events of the game session.

With this information in place, `session-stats` provides a way to generate two different summaries of

the session information which you can post to your game forum site: a synopsis list and a video/session list.

**Synopsis List**

By running `session-stats` with a `-s` option, it produces on its standard output an HTML-formatted list of game session synopses, with links to the full description entries in your forum. The HTML output is bracked inside “[html]” and “[/html]” BBC tags to facilitate its use in a BBC-enabled web forum. Ignore these tags in a pure HTML environment.

**Video/Session List**

By running `session-stats` with a `-v` option, it produces on its standard output an HTML-formatted list of game sessions and video links. The HTML output is bracked inside “[html]” and “[/html]” BBC tags to facilitate its use in a BBC-enabled web forum. Ignore these tags in a pure HTML environment.

**OPTIONS**

- `-h, -help`      Print a summary of options and exit.
- `-r`            Reverse the order of the output produced by `-s` so that it reads from most recent to earliest game session.
- `-s`            Produce the list of game synopses.
- `-v`            Produce the list of session video links.

**SEE ALSO**

`gma(6)`.

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