World of Warcraft Patch 8.2 Weapons,
An ETL Database by Phil Quintanilla

-*Database Description*

- World of Warcraft (WoW) is a Massive Multiplayer Online Role-Playing Game(MMORPG) that was released in 2004 and has 8 expansion packs. At the time of this dataset there were only 7 expansions and this dataset only accounts for the weapons that were in the game at the time of patch 8.2. This dataset does not include weapons from 8.3 or and post Battle for Azeroth expansions.

- I chose this dataset as it felt like it was the best dataset on kaggle that could be used for an ETL and involves a topic that I am knowledgeable in.

- With this project I hope to take all the needless data in these csv files and turn them into a functional database organized by rarity of item

-*Dataset to be used*

- I will be used the World of Warcraft items dataset from kagle: https://www.kaggle.com/trolukovich/world-of-warcraft-items-dataset?select=chest.csv

- From this dataset I will be using the csv's for weapons in the game. So CSV files 'Held in Off-hand', 'Main Hand', 'Off Hand' 'Ranged', 'Thrown' and 'Two-Hand'

-*Outline of tasks to be completed:*

- Read all of the CSV files into a jupyter notebook and create data frames

- Clean the data of useless information, there is a lot of duplicated or outdated columns in the dataset.

- Export data to pgadmin