

DATA&AI project showcase

"Can I AMS this?" is a specialized web application designed for the *World of Warcraft* community. While I leveraged AI to assist in the development of both the frontend and backend, I personally managed the data scraping process to ensure the accuracy and integrity of the game data—an area where automated AI tools still face limitations.

Although the project is not currently live, this documentation serves as a visual showcase of the application's interface and functionality. The development process provided significant insights into architectural complexity; specifically, I chose a decoupled stack with different languages for the frontend and backend to maximize my learning, even though a unified framework like React would have been more efficient. Additionally, I implemented a dedicated database rather than simple JSON storage to gain deeper experience in data management.

Landing page:

The screenshot shows the landing page of the "Can I AMS This?" web application. At the top, there is a logo of a knight in armor and the text "Can I AMS This?". Below it, a subtext reads "Death Knight Anti-Magic Shell Immunity Lookup". A search bar contains the placeholder "Search for spells...". The main content area is divided into two main sections: "Dungeons" on the left and "Raids" on the right. The "Dungeons" section has a subtext "Browse dungeons to check boss and trash mob spells" and lists five dungeons: Ara-Kara, City of Echoes; The Dawnbreaker; Priory of the Sacred Flame; Operation: Floodgate; and Eco-Dome Al'dani. Each entry includes a small thumbnail icon. A "View All Dungeons" button is at the bottom. The "Raids" section has a subtext "Browse raids to check boss spells and mechanics" and lists one raid: Manaforge Omega. It includes a "View All Raids" button. At the bottom, there is a "Legend" section with color-coded keys: a green checkmark for "Can AMS" (Spell can be immuned with Anti-Magic Shell), a red X for "Cannot AMS" (Spell cannot be immuned (usually physical damage)), a blue circle for "Magic" (Magic-based ability), and a red circle for "Physical" (Physical-based ability).

Dungeon list:

The screenshot shows the "Dungeons" list page from the "Can I AMS This?" application. At the top, there is a logo and the text "Can I AMS This?". A navigation bar includes links for "Home", "Dungeons" (which is active and highlighted in blue), and "Raids". The main content area is titled "Dungeons" with the subtext "Browse dungeons to check boss and trash mob spells that can be immuned with Anti-Magic Shell". It displays a grid of seven dungeon entries, each with a thumbnail, name, enemy count, spell count, and a "View Details" button. The dungeons listed are: Ara-Kara, City of Echoes (33 enemies, 66 spells); The Dawnbreaker (36 enemies, 97 spells); Priory of the Sacred Flame (32 enemies, 127 spells); Operation: Floodgate (34 enemies, 75 spells); Eco-Dome Al'dani (28 enemies, 72 spells); Halls of Atonement (34 enemies, 105 spells); and Tazavesh, the Veiled Market (96 enemies, 262 spells). A legend at the bottom explains the color-coding: green for "Can AMS" (Anti-Magic Shell-immunable), red for "Cannot AMS" (non-immunable), blue for "Magic" (Magic-based), and red for "Physical" (Physical-based).

Spell immunity information page with mouse over links to the source:

 **Can I AMS This?**
Death Knight Anti-Magic Shell Immunity Lookup

[Home](#) [Dungeons](#) [Raids](#)

Priory of the Sacred Flame

[Bosses](#) [Trash Mobs](#)

 **Baron Braunpyke**
Level 73 - 82 Humanoid (Elite)

Baron Braunpyke Boss

 Defend	Physical	X Cannot AMS
 Vindictive Wrath	Holy	✓ Can AMS
 Castigator's Shield	Holy	✓ Can AMS
 Burning Light	Holy	✓ Can AMS
 Hammer of Purity	Holy	X Cannot AMS
 Sacrificial Pyre	Physical	X Cannot AMS

 **Can I AMS This?**
Death Knight Anti-Magic Shell Immunity Lookup

[Home](#) [Dungeons](#) [Raids](#)

Ara-Kara, City of Echoes

[Bosses](#) [Trash Mobs](#)

 **Engorged Crawler**
Trash

 Venomous Spit	Nature	✓ Can AMS
 Amplification!	Physical	X Cannot AMS
 Toxic Rupture	Physical	X Cannot AMS

 **Bloodworker**
Trash

 Black Blood	Physical	X Cannot AMS
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 **Dimensius**

 Berserk	Physical	X Cannot AMS	
 Oblivion	Physical	X Cannot AMS	
 Devour	Stars	Physical	X Cannot AMS
Upon reaching 100 energy Dimensius increases his Density, creating a powerful inward force that inflicts 166460 Shadow damage every 1 for 5 sec and pulls in players, Voidstars, Black Holes, and the Accretion Disk.			
 Gravity	After 5 sec any player outside of a Voidstar's Gravity Well is immediately pulled into Dimensius and consigned to Oblivion.	X Cannot AMS	
 Supernova	After 5 sec any player outside of a Voidstar's Gravity Well is immediately pulled into Dimensius and consigned to Oblivion.	X Cannot AMS	
 Devour	Physical	X Cannot AMS	
 Density	Physical	X Cannot AMS	
 Darkened Sky	Physical	X Cannot AMS	
 Shadowquake	Shadow	✓ Can AMS	
 Crushing Gravity	Physical	X Cannot AMS	