

# RTS Analyzer: Iteration One

*Software Engineers:*

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*Institution: Utah Valley University*

*Course: CS4550-601 2024 Spring*

## Organization

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### Coding Standards

#### Commenting

##### *Functions*

- Brief description of function
- Parameters
- Return Values

##### *Classes*

- Brief description of class

##### *ChatGPT*

- Highly recommend to let ChatGPT do most of the commenting
- Double check any comments by ChatGPT

#### Programming Paradigm

- Object oriented

#### Naming Conventions

- Classes: CapWords
- Functions: snake\_case
- Variables: snake\_case
- Constants: ALLCAPS
- Files/Folders: snake\_case

#### Code Formatter

- Run all python files through black

### Software Requirements

#### Data Collection and Processing

##### *Sc2reader*

- Utilize python module for accessing SC2 replay data.

#### Backend Development

##### *Django*

- A high-level Python web framework that encourages rapid development.

##### *SQLAlchemy*

- For storing replay data

#### Frontend Development

##### *React*

- Used for building dynamic and responsive user interfaces.

#### Version Control

##### *GitHub*

## RTS Analyzer

- Used to store project, allows for collaboration and version control

## Communication

### *Discord*

- Used for meetings and messaging

### *Microsoft Teams*

- Used for meetings

### *Message App*

- Used messaging

## Task Organization

### *Trello*

- Used to track tasks and progress on the project

## Scheduling

### Meetings

- M/W/F - 10:30am, 30min
- T/Th - 2:30pm, 30min
- Otherwise by Appointment

## Requirements Gathering

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### Functional Requirements

- Analyze groups of replays.
  - o Determine build order
  - o Determine win rates based on races
  - o Determine win rates of build 'A' vs build 'B'
- Import and display build order to live game.

### Non-Functional Requirements

*Summary: These requirements do not pertain to specific behaviors or functionalities of the application but rather to its overall attributes and characteristics.*

#### *Performance and Responsiveness*

- The application should be capable of processing and displaying data with minimal latency.
- It should handle high volumes of concurrent users and data requests efficiently.

#### *Scalability*

- The system should be scalable to accommodate a growing number of users and an increasing amount of data.

#### *Reliability and Availability*

- The application should have high uptime, with minimal downtime for maintenance or updates.

## RTS Analyzer

- It should be reliable in delivering accurate and consistent analytics data.

### *Security*

- Strong measures for data security, including encryption of sensitive data and secure handling of user information.
- Implementation of proper authentication and authorization mechanisms to protect user accounts and data.

### *Maintainability and Modularity*

- The codebase should be well-organized and documented for ease of maintenance and updates.

### *Usability and Accessibility*

- The user interface should be intuitive and user-friendly, catering to both novice and experienced gamers.
- The application should be accessible to users with disabilities, complying with relevant accessibility standards.

### *Compliance and Legal Requirements*

- Adherence to legal and regulatory requirements, such as data protection laws (e.g., GDPR, if applicable).

## Risk Analysis

### Technical Risks

#### *Risk of Inaccurate Analysis*

There's a risk that the program may not accurately analyze replays due to incorrect logic, outdated algorithms, or compatibility issues with different SC2 versions.

- Mitigation: Regularly update the program to align with the latest game patches, and thoroughly test the program with a variety of replays
- Contingency: Temporarily remove feature that is inaccurate until we can guarantee accuracy

#### *Risk of Incompatibility with Future SC2 Updates*

Future updates to SC2 might change the replay format or introduce new features not supported by the current program.

- Mitigation: Plan for regular updates and maintenance and stay informed about upcoming SC2 updates.
- Contingency: Make it so the program doesn't accept replays past the date of the new update until the program is compatible with the new version of sc2 replays.

### Legal and Compliance Risks

#### *Risk of Data Privacy Violations*

If the analytics tool collects user data, it must comply with data protection regulations like GDPR or CCPA.

- Mitigation: Implement strong data privacy policies and only collect necessary data with user consent.

## RTS Analyzer

- Contingency: Shut down program until it complies with data protection regulations.

### Operational Risks

#### *Risk of Dependency on External Libraries*

The project might rely on external libraries (like sc2reader) which could become outdated or unsupported.

- Mitigation: None
- Contingency: Drop project

#### *Risk of Insufficient Testing*

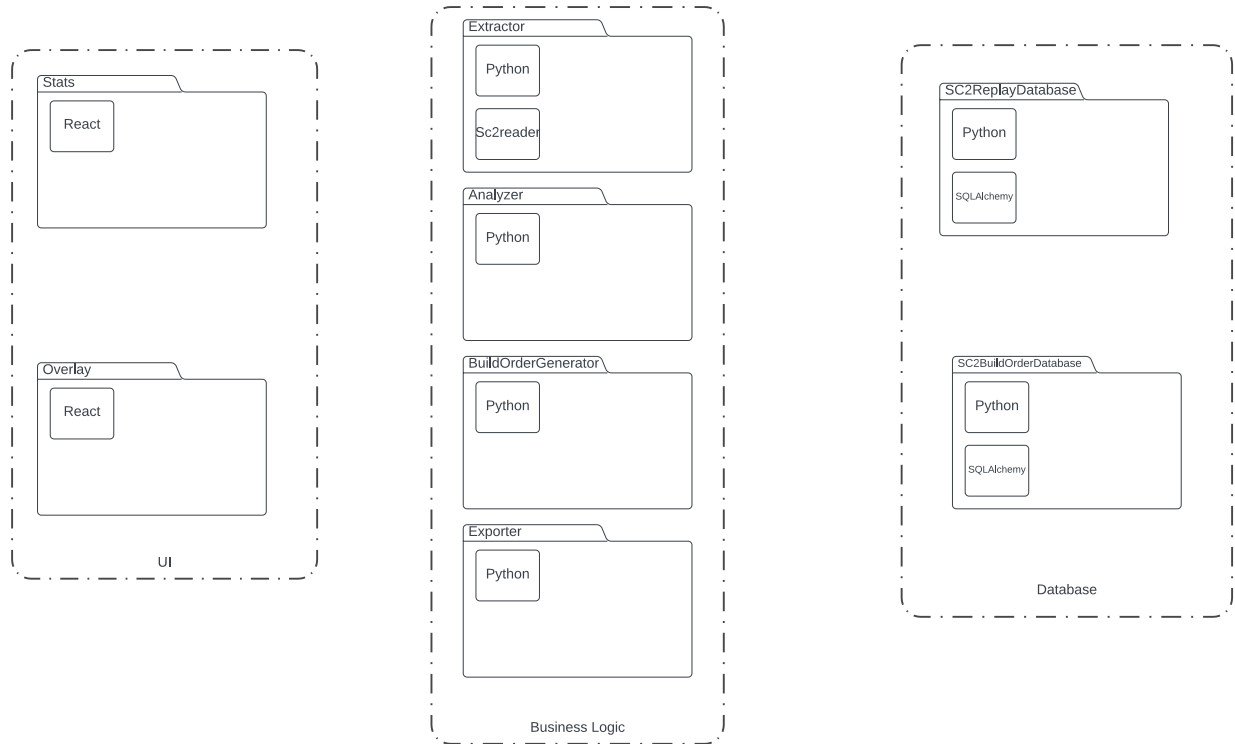
Inadequate testing can lead to undetected bugs and issues in production.

- Mitigation: Implement comprehensive testing strategies, including unit tests, integration tests, and user acceptance tests.
- Contingency: Fix bugs, possibly rollback to previous version of product and add more comprehensive testing

## High Level Design

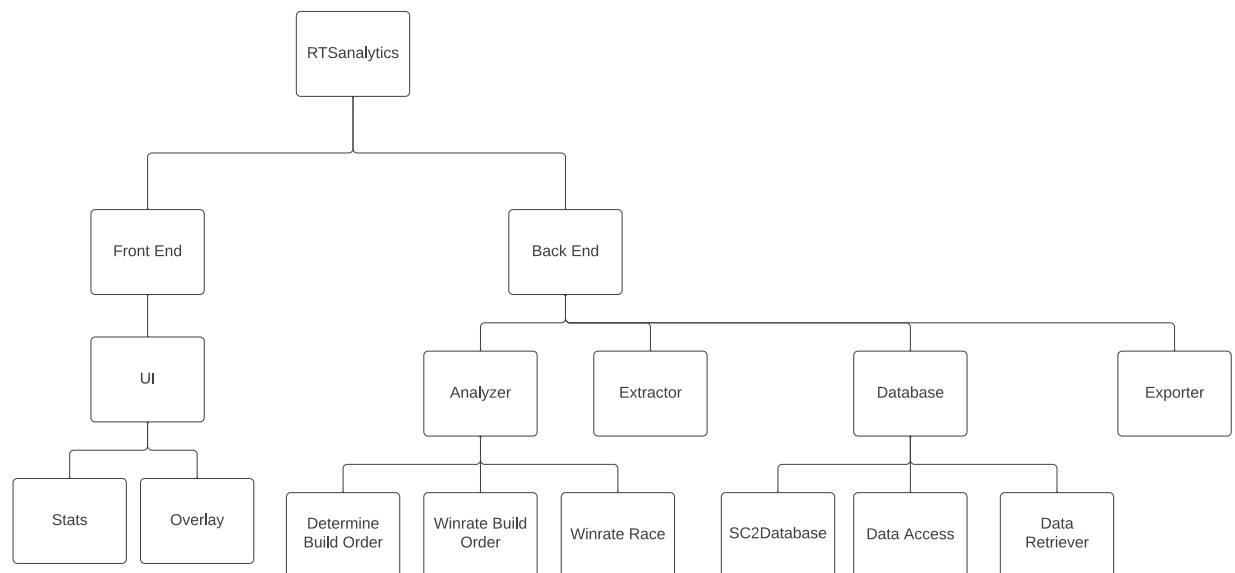
### Layered Architecture

*Description: Depicts all the high-level modules, what tools are used to create them and how they can be categorized*



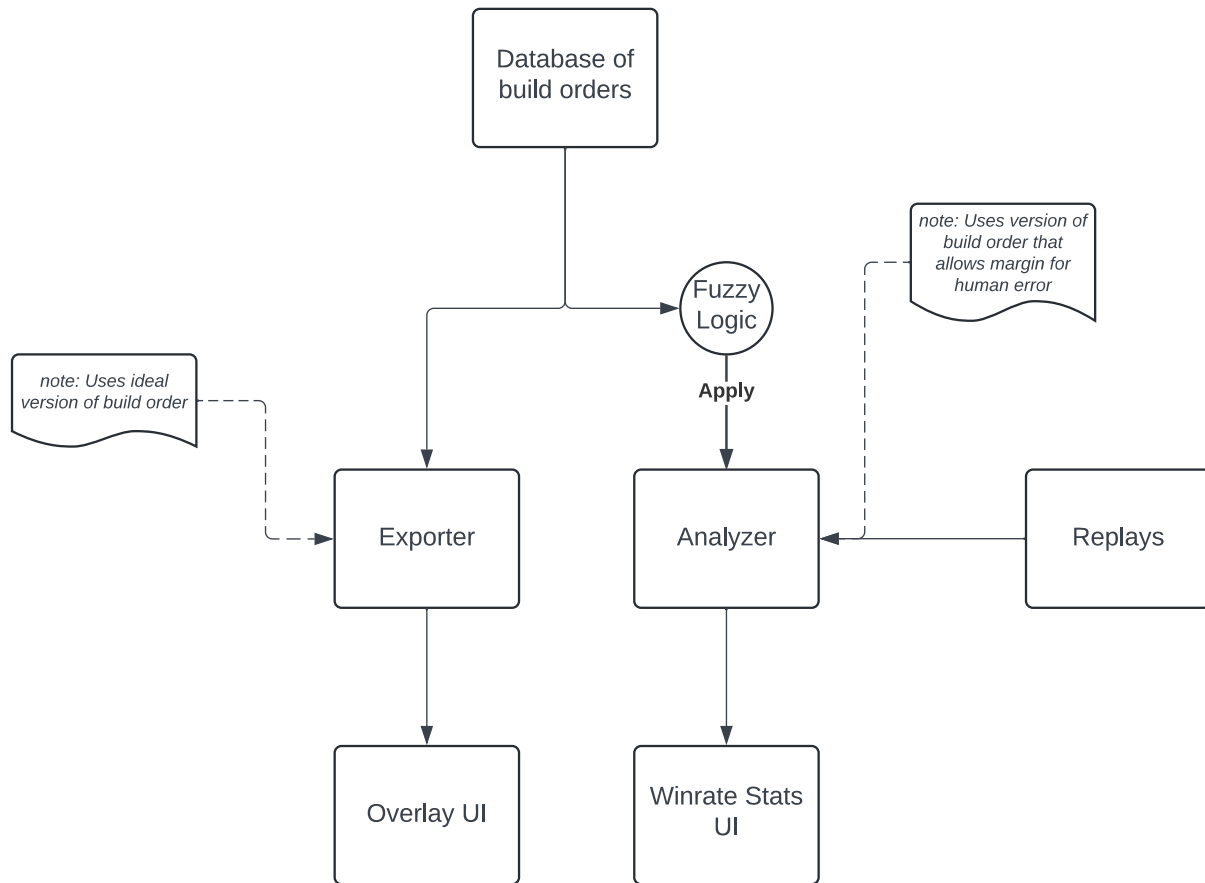
### Hierarchical Architecture

*Show how all of the high-level modules are split into low-level modules*



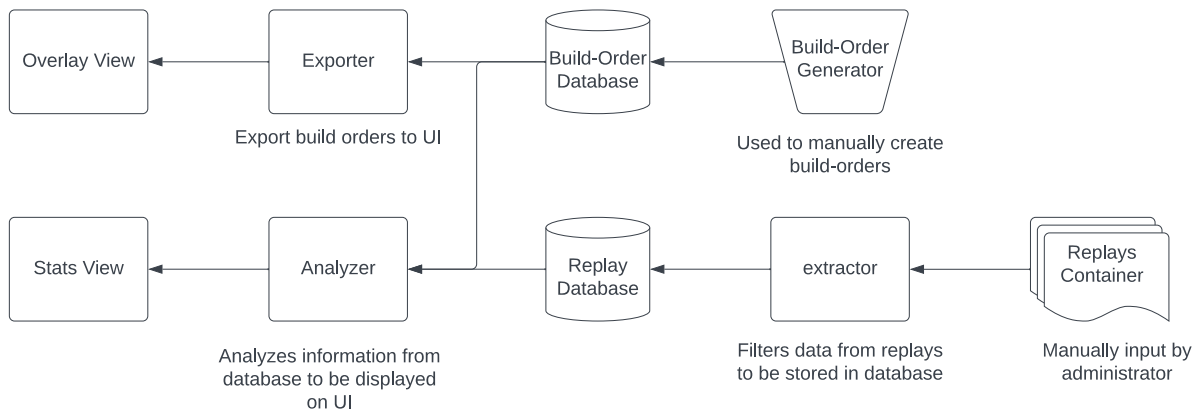
## Build-Order Relationship Diagram

Description: Shows how different programs will use the list of build orders and interact with the UI



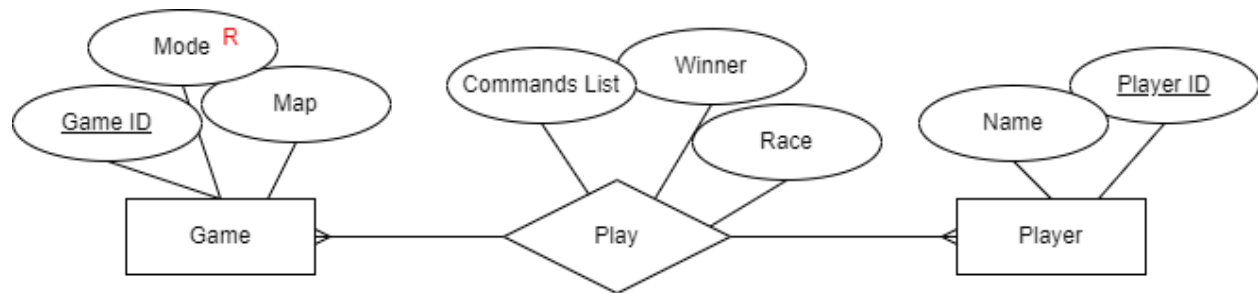
## Data Flowchart

Description: Depicts all the high-level modules in the project and how data flows between them



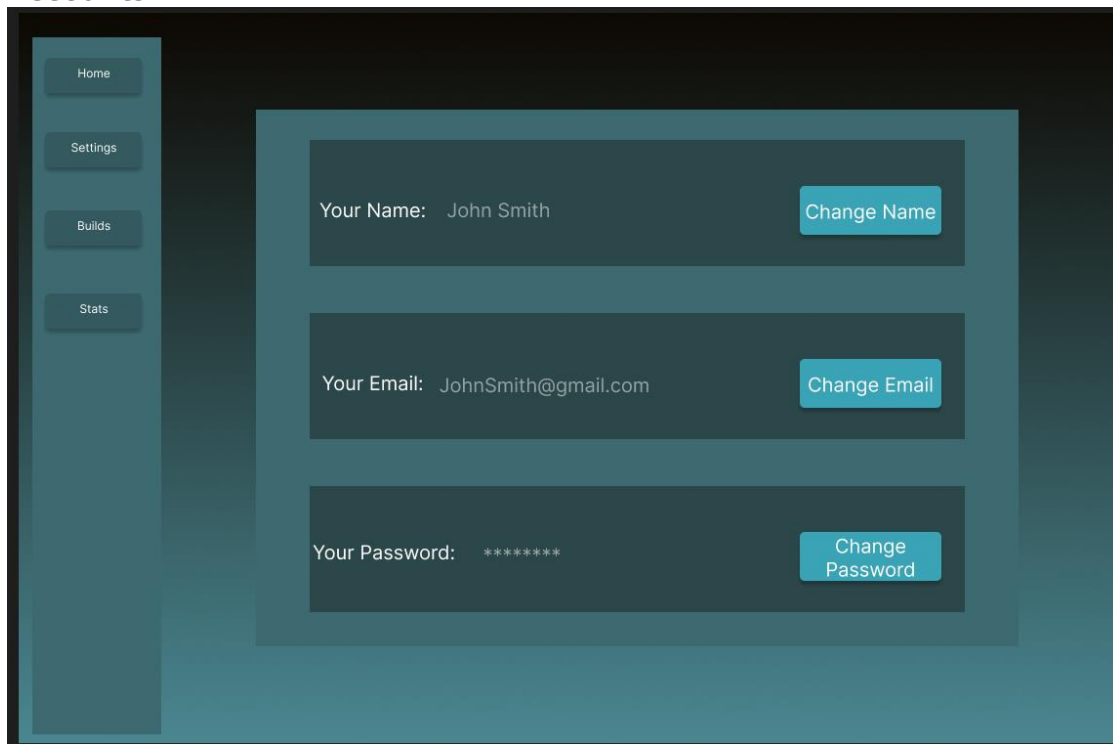
## SC2 Replay ER Diagram

Description: Depicts all the entities in the database and their relationships to one another



## Wireframes

### Accounts





# RTS Analyzer

## Builds

Home

Settings

Builds

Stats

Meta BuildsCommunity BuildsPersonal Builds

Search

Race

Difficulty

Tier

Type

☐ Current Patch

Name

PatchDifficulty

RaceType

Build

Import

Name

PatchDifficulty

RaceType

Build

Import

Name

PatchDifficulty

RaceType

Build

Import

## Home

Starcraft 2ZeroSpaceStormGate

Download Desktop App for Windows

Stats Page

Home

Settings

Builds

Stats

BSGPDMG

ZvT

60%

BSGPDMG

TvP

54%

BSGPDMG

PvZ

46%

RaceRankMatch UpOrder By

Build NameRankMatch UpsStrongest AgainstWeakest Against

Build NameRankMatch UpsStrongest AgainstWeakest Against

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Build NameRankMatch UpsStrongest AgainstWeakest Against

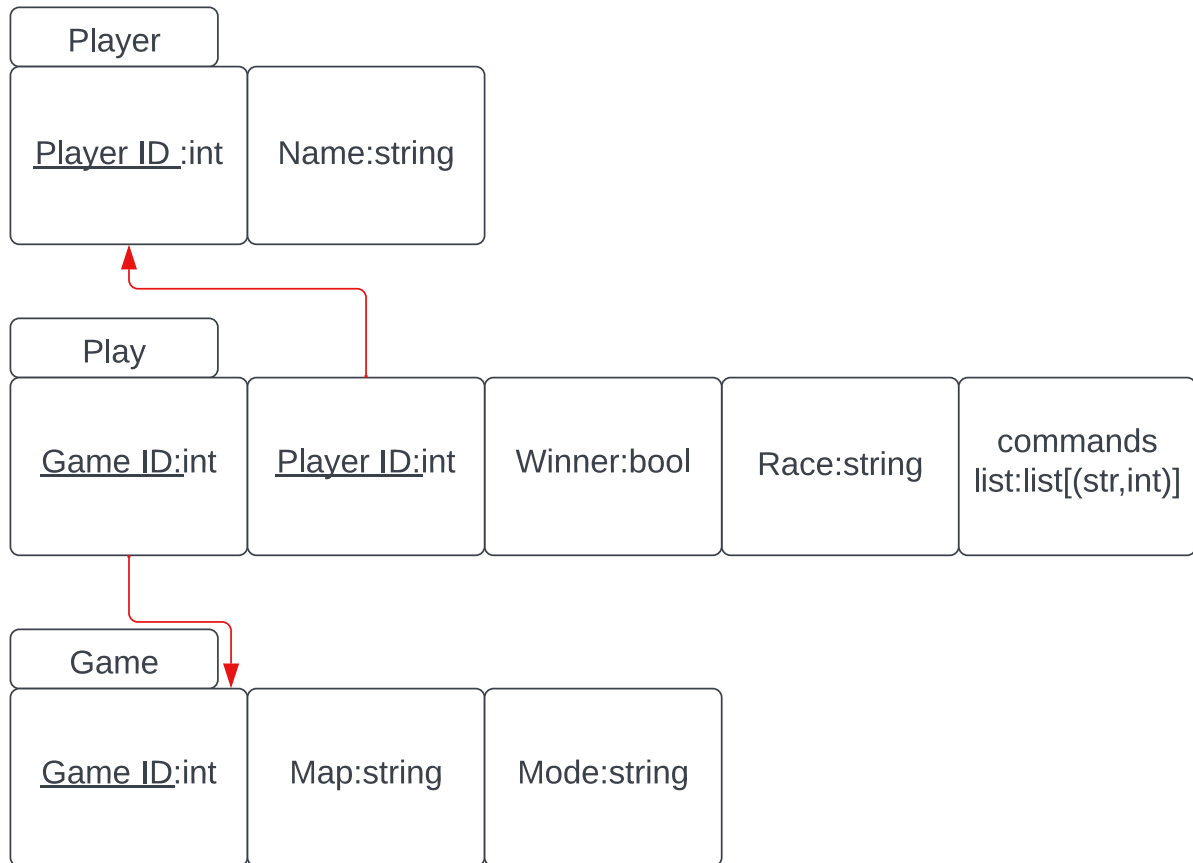
Build NameRankMatch UpsStrongest AgainstWeakest Against

## Low Level Design

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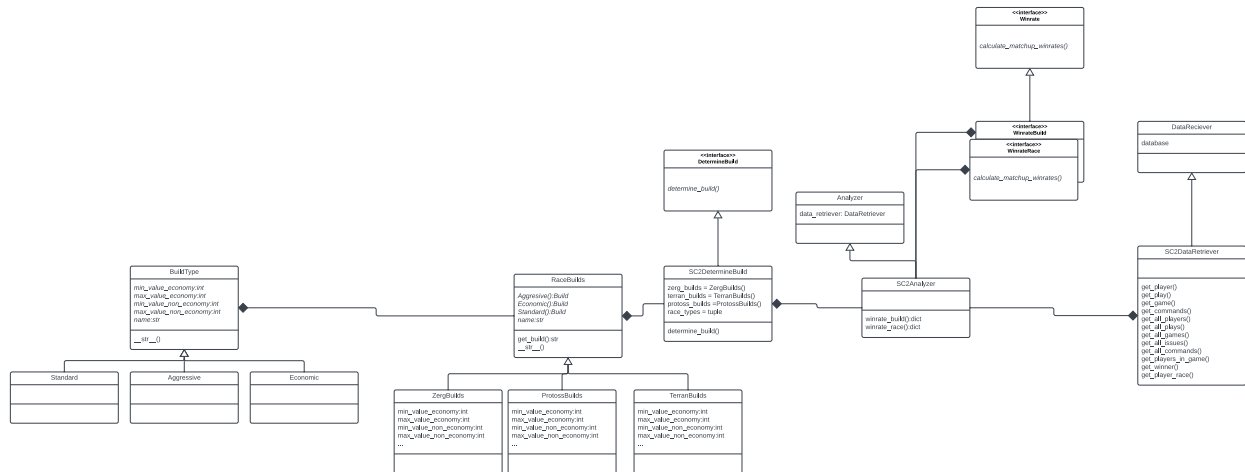
### SC2 Replay Schema

Description: Depicts how the entities and relationships from the SC2 Replay ER Diagram will be converted into tables for the database



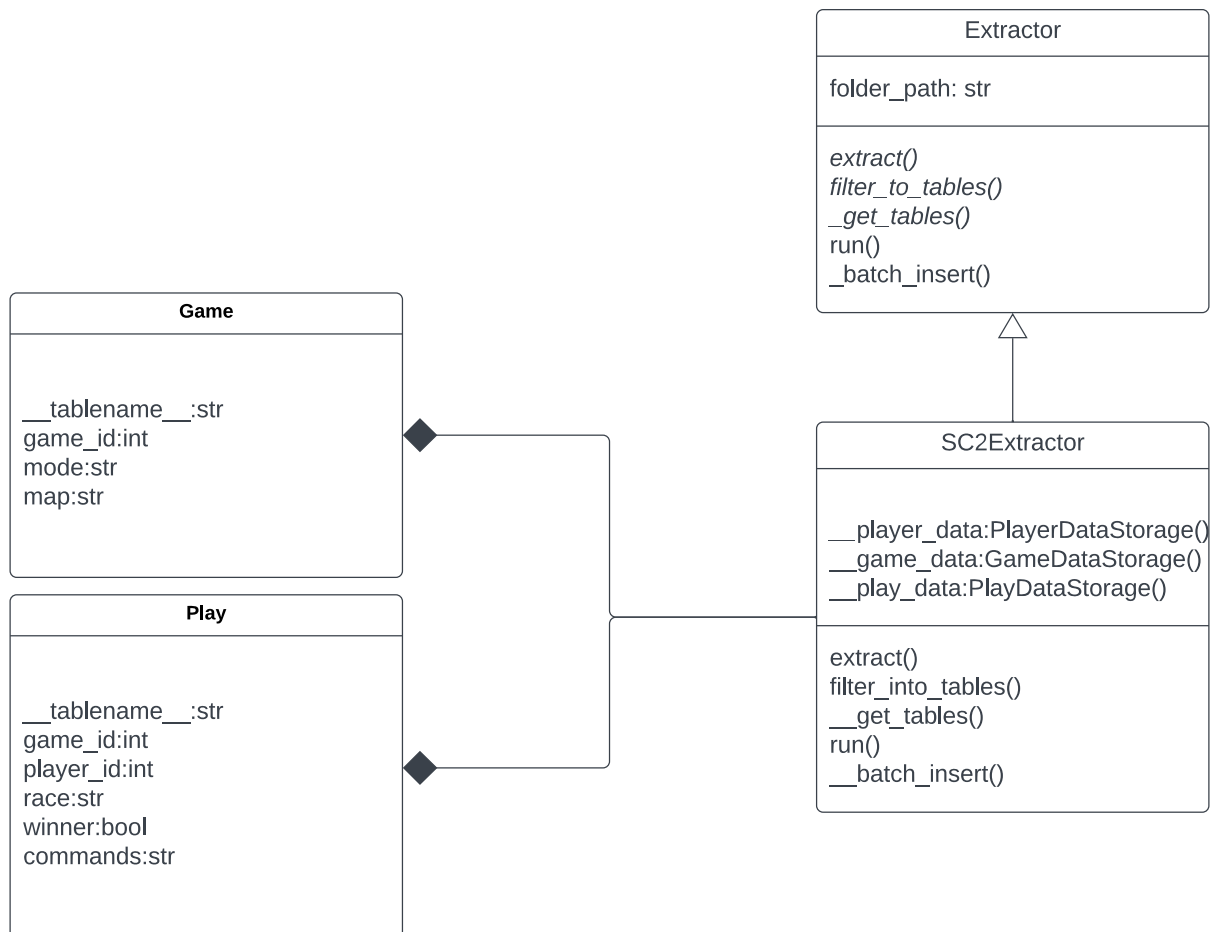
## Analyzer Class UML

Description: UML class diagram of the analyzer portion of the project



## Extractor Class UML

Description: UML class diagram of the extractor portion of the project



## Development

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## Testing

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### Pytest

*Description: We created unit tests for all of the methods in every programming file, these are the results*

```
===== test session starts =====
platform win32 -- Python 3.10.9, pytest-8.1.1, pluggy-1.4.0
rootdir: D:\Projects\RTSanalytics
collected 17 items

data_analysis_tools\tests\test_sc2_data_retriever.py ... [ 17%]
data_analysis_tools\tests\test_sc2_determine_build.py . [ 23%]
data_analysis_tools\tests\test_sc2_race_builds.py . [ 29%]
data_analysis_tools\tests\test_winrate_build.py . [ 35%]
data_analysis_tools\tests\test_winrate_race.py . [ 41%]
database_tools\tests\test_sc2_database.py ..... [ 82%]
database_tools\tests\test_sc2_database_access.py ... [100%]

===== 17 passed in 0.74s =====
(env) PS D:\Projects\RTSanalytics>
```