Passion Project: Lost Ark Honing Material Efficiency Calculator

The calculator will be web application for a game call Lost Ark that intakes baseline information about the player to calculate the efficiency of buying additional materials from the player market to increase the chance of upgrade. (In the game every upgrade called honing requires baseline materials per try and the optional additional materials for extra chances.)

Since Amazon has not released any API for the Western servers, the market prices will be manually updated until the API is released by Amazon. The result will be shown on the webpage based on efficiency (shows how much is saved on average and color coded [green = good, light green = ok, gray = neutral, light red = slightly bad, and dark red = bad]).

The current plan is to build it using SQL backend server holding static information and market information with a spring java computation rest API that will connect to react front end and deployed on Heroku.

Additional Features to build after:

-Shrink question pool as more data is collected

-User profile to store characters, character profile to hold their equipment and its level (users will be able to update these).

-API connection to Amazon once released by Amazon

(make the part about api as if it exist as microserver)