YHOOL-AMAS: TODO

November 11, 2018

1   CHECKS TO PERFORM

1.1   Zones analysis

Which zones the character has visited/discovered

If he has visited only the minimal amount of zones to reach the bank (we'll just test the path ourselves from the starting zone to orgrimmar or ratchet for example), he gets 10 points.

Might be a good idea to compare against the average amount of zones discovered by all players as well and give points depending on that.

In the Characters DB, in the table characters, in the column exploredZones. https://github.com/Winfidonarleyan/mod-anti-multi-account/issues/3

If a character always stay in the same zone.

Especially in zones with banks and Auction Houses (capital cities, goblins cities and zones where I'll add a new AH).

Example:

Regularly store the position of a character in an array (every X minutes or everytime he changes from a big zone to another big zone), and when the character logs out, store it in the DB then calculate the most visited zone in the last X days and compare it to the total visited zones

1.2   Detailed activity log

If the user logs very rarely but "regularly" and only does a few actions, then it's probably a hidden mule = +10 pts

It is good against smarter people.

2 GM Commands

2.1 .amas mail #character_name or .mail list #character_name

For YHOOL, one of the main thing is to find "mule rerolls/alt mules" (characters created to store items in bank, mails, auction house etc). This command will display the list of all recipient he sent messages to (it can be quite long, I don't know if it will be **practical** to use).

1. Barbz sends a mail with 500 gold to Winfi

2. Barbz sends a mail with 199 gold and 5 items to Winfy

3. Barbz sends a text mail only to Rochet

4. A GM writes ".amas mail Barbz", here is the display:

```
Mails sent ( [CharName] -> Gold: X, Items: X, Text only: X, Mails: X )
[Winfi] -> Gold: 699, Items: 5, Text: 0, Mails: 2
[Rochet] -> Gold: 0, Items: 0, Text: 1, Mails: 1
etc...
```

Basically, check that issue: https://github.com/Winfidonarleyan/mod-anti-multi-account/issues/44

In fact, maybe this command should be in the core as ".mail list #character_name" because it can be useful even outside of AMAS. In the core or in a module.

Note: Command 'list item' has a "maxcount" option to display a longer list or not

Note pour Barbz:

Ce n'est pas hyper nécessaire à moins d'avoir testé en jeu plus tard, c'est pour ça que c'est en TODO. Je pourrai avoir de meilleur résultat directement dans la DB et éventuellement donner accès aux GMs à cette view.