

Project Participants:

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Title:

Fire Emblem Team Builder

Executive Summary:

The project should allow a user to do the following: create a profile, create characters, to change character's stats, equip their characters, build a squad with those characters or any in the database itself. The long term goals include implementation of a full battle feature complete with map system, but that will be far too complex for now.

Initial Features:

Create a bulleted list of planned features you plan to have completed in your project by the deadline. This should include a list of API endpoints for each feature.
If you are working in a group, please note which team member will be assigned to each feature.

Entities: User, Squads, Characters, Weapon,

- User can do the following:
- Create a User(Post on Users)
- Update a User(Put on Users)
- Create a character(Post on Characters)
- Equip their character(Get on Weapons, Put on Characters)
- Change Character Stats(Put on Characters)
- Create a Weapon(Post on Weapons)
- Change Weapon Stats(Put on Weapons)
- Create a Squad(Post on Squads)
- Populate their Squads(Get on Characters, Put on Squads)
- See their squads(Get on Squads)
- Delete a squad/character/user/weapon (delete on characters/squads/user/weapon)

Stretch Goals (to be completed if time allows, or after graduation):

Create a bulleted list of planned features you plan to have once you have completed your initial features.

These should be features that may require more research in how to implement or features that would take longer than the allotted time frame.

- Battle two squads
- Add character class as an entity
- Weapon Limitations, Weapon advantages/disadvantages
- Add advanced stats(class specific skills/adjustments, movement, aid)
- Map/positioning system
- Front End features
- Password/security

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JSON stuff for the video

character

```
{  
  "char_name": "Dom",  
  "char_hp": 65,  
  "char_mgt":25,  
  "char_skl":15,  
  "char_spd":20,  
  "char_lck":30,  
  "char_res":8,  
  "char_def":11,  
  "char_class":"OP Guy",  
  "char_con":8  
}
```

User

```
{  
  "user_id": "Dex"  
}
```

Squad

```
{
  "squad_user": {
    "user_PK": 2,
    "user_id": "Little X"
  },
  "squad_name": "My eye"
}
```

Weapon

```
{
  "weapon_name": "Blood Sword",
  "weapon_rank": "A",
  "weapon_wt": 7,
  "weapon_dam": 15,
  "weapon_hit": 75,
  "weapon_crit": 10
}
```

Final Comments:

There's still so much to learn.

Still, getting sick, then attempting to code with brain fog was a challenge I didn't expect right at the end, and I definitely made mistakes I wouldn't have normally due to the sickness. But it helped learn quite a bit and achieve a bit more understanding.

It's been rewarding learning these skills, and hopefully that translates to a better career path too. Thank you.

Youtube link: <https://youtu.be/Dizyw-FyUkg>

Github link: <https://github.com/XDomJ/PTHWFinalProject>