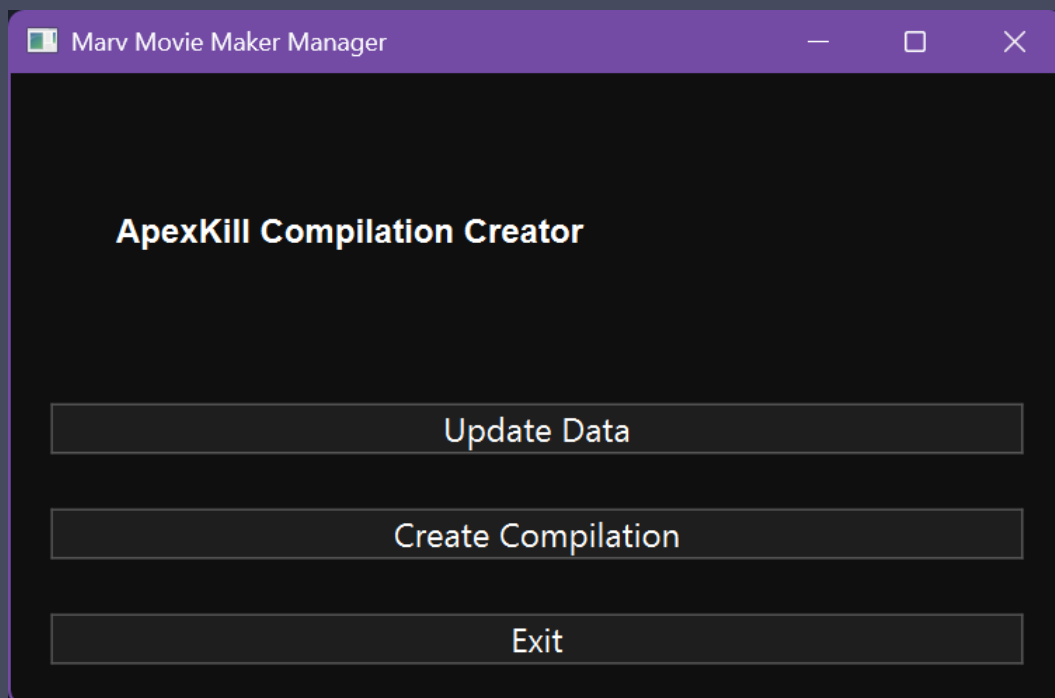


# Clip-My-Claps

## A YoinxLab Project

### V1

- ☑ For a user to install the project, they are provided with an executable file. When ran, it automatically installs the project in 8 steps:
  - ☑ **Step 1:** Creates all necessary directories within the project.
  - ☑ **Step 2:** Unpacks all 15 python scripts into the project.
  - ☑ **Step 3:** Downloads an embeddable Python into the project.
  - ☑ **Step 4:** Configures the python312.\_pth
  - ☑ **Step 5:** Downloads the pip installer script (get-pip.py) to the project.
  - ☑ **Step 6:** Uses the embedded Python to run get-pip.py, which installs pip into the project.
  - ☑ **Step 7:** Installs dependencies listed in requirements.txt, into the project.
  - ☑ **Step 8:** Downloads the latest binary of ffmpeg into the project.
  - ☑ **Step 9:** Performs a final cleanup.
- ☑ When the user runs the project, they are greeted with a very primitive menu with only 3 options: “**Update Data**”, “**Create Compilation**”, and “**Exit**”:



- ☑ On this menu, the user needs to select **“Update Data”** if either it’s their first time using the project, or have played the game at all since the last time they have used the project. If the user selects **“Update Data”**, the project performs the following tasks:
  - ☑ Copies all existing logs from all of OP’s **“background.html.log”** files and compares each line, one at a time, to all logs that have already been pasted into v1’s raw log archive, to ensure no accidental duplication of any archived data.
  - ☑ After the raw log archive has been updated, it is then re-ordered, a single line at a time, to ensure no possibility of out-of-order logs being present.
  - ☑ The raw log archive get’s split up into sections, with each section containing all the raw logs specific to a different single match. These sections are each compared to all sections already archived, in order to ensure no accidental duplication of data.
  - ☑ For each individual match, every single kill that occurred during that match, and each kill’s general details, is parsed from that match’s corresponding archived raw logs, and are listed in a fresh temporary file specific to that match.
  - ☑ For each individual match, match details are parsed from its corresponding archived raw logs, and are listed/organized into a fresh file specific to that match.
  - ☑ The kills that were parsed earlier are then organized and integrated into its parsed match details file.
  - ☑ For every single match, a final, cleaned up, well-structured json file is then created using all previously parsed match data and kill data specific to each match.
  - ☑ No-longer-needed temporary files, and caches are then cleared.
  - ☑ The user is returned to the main menu again where they are once again provided with three options: **“Update Data”**, **“Create Compilation”**, and **“Exit”**.

- ☒ The user can now select **“Create Compilation”**, where they are then provided with the compilation creation page:

Highlight Compilation Filters

Select Game Type:  
Arcade

Select Character:  
ADAM WARLOCK

Min Kills: 1 Max Kills: 17

Earliest Video Date:  
05/07/2025 08:46

Latest Video Date:  
06/06/2025 08:46

Create Compilation

Clips: 0 | Estimated Length: 0 seconds

- ☐ The user now is able to use this menu to adjust their desired compilation’s parameters as they please. Available parameters include:

- ☐ **Game Type (Competitive, Quick Match, Arcade, etc.).**  
**Description:** Your generated compilation would only include clips where you were playing this game type.  
**Note:** No “All” option was available in V1.
- ☐ **Character (Doctor Strange, Magik, etc)**  
**Description:** Your generated compilation would only include clips where you were playing this hero.  
**Note:** No “All” option was available in V1.
- ☐ **Min Kills**  
**Description:** Your generated compilation would only include clips where you scored this many kills or higher.
- ☐ **Max Kills**  
**Description:** Your generated compilation would only include clips where you scored this many kills or lower.
- ☐ **Earliest Date**  
**Description:** Your generated compilation would only include clips that were captured after this date/time.
- ☐ **Latest Date**  
**Description:** Your generated compilation would only include clips that were captured before this date/time.