Character Manager Weekly Update

Week 10

CPT-250-F41

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# Major Work

This week was all about the skills section of the character sheet, building on what was started back on day one of this project. The work involved includes:

* Adding 140 new fields to the characters table.
  + 35 skills
  + 4 numeric fields per skill
    - Ranks
    - Racial bonus
    - Feat bonus
    - Misc bonus
* Structuring the skills table with PHP and HTML
* Adjusting the preliminary look with minor CSS changes
  + Removed scroll buttons on numeric fields for Firefox, Safari, and Chromium browsers
  + Padding added to table
  + Default 2px borders removed from table.
* Migrating all form input fields to a single shared PHP file.
* Removed shared fields from table\_add.php and table\_update.php
* Modified logic to include the newly added fields.

# Next Milestone

Over the next seven days I want to perform a refactor of the existing Add and Update logic to be more streamlined and less ‘overengineered.’ I’ve noticed this mistake while I’ve been updating the existing code to allow the skill fields to be accepted and worked with. I managed to reach my “CRIT FAIL” else branch in the “update character” code, so getting it under control will make it less of a headache.

In addition to that, I need to take the time to plan out the structure for the feats and inventory. This involves updating the design document with design ideas as the database will need more tables to work with these new features. Lastly my sleep schedule has been wrecked by the week long spring break, I’ll need to restore my sleep schedule to wake up BEFORE noon again.

# File Changes and Additions

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| File Name | Changes |
| Controller/controller.php | * Refactored the `submit-character` and `save-changes` actions to include skills. |
| Css/main.css | * Added more padding to the bottom so the footer doesn't cover the buttons at the bottom of the character sheet forms. |
| Docs/current\_schema.svg | * Generated by phpMyAdmin, best viewed in web browser. |
| Js/skills\_autocalc.js | * Original version, currently void of functions. |
| Model/table\_data.php | * Add, Update, and Delete methods now return the number of records affected. Columns array added for reference and iteration. |
| Sql/Character\_Manager\_week\_10.sql | * Database backup generated using phpMyAdmin. **RUN THIS FIRS**T before using the character manager. |
| Sql/skill\_fields.sql | * This single querry adds the skill fields for the `characters` table. |
| View/old\_pages/ | * Contains previous versions of the table\_add and table\_update pages. |
| View/npc\_sheet.php | * Migrated common form elements to here. * Renamed fields to be consistent with `characters` table column names. |
| View/table\_add.php | * Added HTML min and max values to ability score input fields. * `valMemory` expanded to include skills. Legacy code removed, see `old\_pages/table\_add\_old.php` |
| View/table\_update.php | * Added HTML min and max values to ability score input fields. * Legacy code removed, see `old\_pages/table\_update-old.php` |

# Parting Thoughts

I made the mistake of overengineering the data integrity logic, it does not need to be made as complicated as I had initially designed it. All it did was make it frustrating to work with. I need to remind myself to “think first, code later” rather than the other way around. I’m happy that I merged the forms into one sheet, which will need a better name in the future.

I apologize for the new size of the characters table. The choice to put all the skill values onto the characters table was because I didn’t see a value to making a separate table to have a one-to-one relationship. I would like to hear your feedback on weather or not splitting the skills values off to their own table would be beneficial.

Anyway, I should get this assignment submitted. DO NOT FORGET to execute the sql file “Character\_Manager\_week\_10.sql” before messing around with the character manager. The database itself has the characters I made to test all the different functions and additions.