Character Manager Weekly Update

Week 14

CPT-250-F41

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# Major Work

This week was the start and completion of the revised Skills system. The bloat that once plagued the “characters” table is no more! The new table is set up with the following columns:

* Character\_ID (composite key)
  + Foreign key constrained to characters table
* Skill\_ID (composite key)
  + Foreign key constrained to skills table
* Modifier\_ID (composite key)
  + foreign key constrained to skill\_modifiers table
* Field\_Value
  + Column name refers to the number input fields on the character sheet

For handling the table data in PHP, only two functions are used. The first one reads data for one character based on the Character\_ID provided, the other handles both Create, Update, and Delete actions. This works using two possible queries decided by the numeric value given for Field\_Value. If the value is zero, then a DELETE query is used. If the value is not zero, then a create/update query is used. The second is made possible with the SQL query keywords “REPLACE INTO.”

In preparation of the last system for minimum viable product, I have also entered a rough draft of the weapon, armor, and shield subforms. This also includes a table for creature size which will tie into the defense and race data.

# Next Milestone

The final ten days will be the CSS, attacks, and defense fields and the full implementation of JavaScript for dynamic functionality. In regard to the CSS, further research into the Pinterest style “Two Column” layout revealed that the pure CSS method used now deprecated features. While there is a jQuery-based solution. I fear I do not have the time to pursue that solution.

Instead, I will be doing a “Tabular Layout” that will hide and show the different sections of the character sheet. I’m familiar with this solution and it was my initial idea when I chose this project for the midterm.

# Parting Thoughts

I am ecstatic that the REPLACE INTO keywords worked precisely as I needed. It saved me a tremendous amount of time that would have otherwise been spent handling checks in PHP for changes to each of the 140 fields that make up the skills table. This saved me so much time that I was able to complete all the remaining homework in my other class!

Now I have ten whole days to focus on making this character manager as perfect as can be for the finals deadline. My confidence couldn’t be higher!

# File Changes and Additions

|  |  |
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| File Name | Changes |
| Controller/controller.php | * Added migrate-skills action for Skills rework * Finished skills rework implementation | |
| Docs/Design Document | * Added details on the workings of the revised skill system. | |
| * ERD\_may\_3rd.png | * New ERD for the current database. As of May 3rd | |
| Model/table\_data.php | * New CRUD functions for reworked skills system | |
| Sql/Character\_manager\_may\_third.sql | * Current version of database with new character\_skills table | |
| View/character\_sheet.php | * Npc\_sheet renamed. * Added refactor of skills system. | |