

Topic and Purpose

My final project is a website called *PrisReplays*. *PrisReplays* is a site for players of the online game Prismata to search for previously played games they may find interesting. The main function of *PrisReplays* is a search feature, where site users can filter games based on a number of criteria. The site also includes a feature where users can submit their own games of Prismata to be included in the site database.

Instructions for Use

“Search Replays” Page

On the search page, a site user may search for a game based on certain criteria. Currently, only 100 games are available to be searched, so criteria too restrictive may result in no games being found.

For searching by player, you may try any player name you see on the site homepage.

For searching by unit, you may use almost any unit name on this page: <http://prismata.net/units/>. Some units are not currently in the game and will result in no games being found. Specifically, I recommend testing searching for games including “Aegis”, “Amporilla”, and “Antima Comet”.

Due to a bug in the site code, the search will fail if the “Match Result” selector is left blank. Any search where “Player 1 Win”, “Player 2 Win”, or “Draw” is specified should be fully functional.

“Submit Replays” Page

This page is for Prismata players to submit their own games to the site. Every game of Prismata that is played generates a replay code, and Prismata includes a feature that allows a player to easily obtain all the replay codes for games they have played. For testing purposes, I will include a list of 50 replay codes that have not yet been added to *PrisReplays*. Please find these at the bottom of the document.

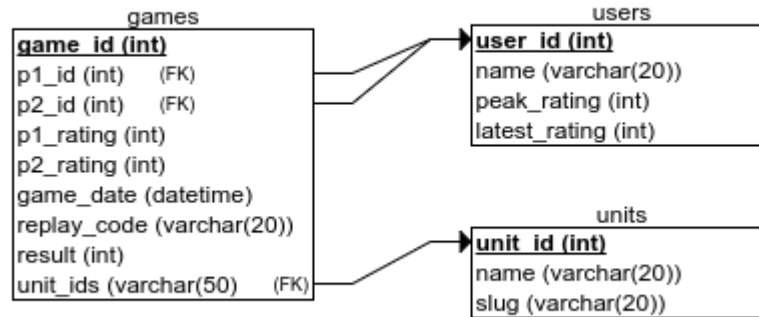
All of these replays are newer than the ones currently in the site, so upon submitting any of these Replay Codes, the corresponding game should show up at the top of the “Recent Games” list on the site homepage.

“Search Results” and Homepage

These two pages function similarly, and show a list of Prismata games. Upon clicking any game, you will be taken to a “Game Details” page, where you can see detailed information about the game.

Data

As mentioned previously, the data for this site is expected to be contributed by users. Users of the site provide replay codes corresponding to games of Prismata they have played. The site then uses an API provided by the developers of Prismata to fetch relevant information about the game and store it in the database. The way data is stored can be seen in this database diagram:



Extras used

Pagination: Previous and Next buttons are fully functional for paging through the search results page.

JSON API: The API for fetching game data for a given replay code returns the data in JSON format.

This API is documented here: https://prismata.gamepedia.com/Replay_API

Replay Codes

These replay codes can be copied and pasted into the replay submit page, either one at a time, or all at once. (Or anything in between)

rLviW-6EOXr
 zx1IN-gpGi+
 HFCyS-GU1gb
 SpO+c-CLe+b
 MkFwz-BCINk
 wSKpQ-KSdHT
 6T6Xm-Z4NEP
 Y42XP-ApdB5
 c1Z2b-mj++m
 rulkJ-WjqUi
 qItKm-1WkHc
 bVK9J-k4l8U
 Le3RS-lSZk8
 XZShe-3UdQ6
 wGoif-ew50+
 E95T9-BNsmE
 8b5Dj-ptWig
 OuRAa-oV4Z+
 kK1wD-lbD5F
 VqLbb-ZCt+E
 O+mU3-fcXnD
 wvV@u-v8@Dj
 7Hlzm-r55bd

R4RQ2-0TOkv
T2iyk-4L90k
M1Roy-+gbWU
@hGVG-+x2lr
Mll@0-SXivx
gPC3p-PXdHK
rzyjG-8wo5F
6l3m6-jiO9i
uJx6e-TLXj8
EKsh8-cEi6g
QlQOI-hHsUU
hDNzn-Uywb0
3YA5a-tvN94
eeKoH-OsU8A
buteb-K7zNH
TXmXC-u953d
cIFsY-Hv2CF
5gCYI-JiTdx
GBcdz-SaB2R
UHv3t-rYclj
XKsMw-za8GL
ZX9tm-1YAb+
129Bw-JGaiV
OatyA-I3lil
eCASF-QQ1zT
sILWX-e3kFw
U6t9k-ZJXyJ