Project Name: FFXI Item Database Population Tool

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Revision: 0.1

Date: December 27th, 2022

**Why this tool is needed:**

This is a tool intended to populate a database with items for the video game Final Fantasy XI. As of the most recent update there are more than 23,000 discrete items. While these items exist in databases in text form, there are a number of inconsistencies that prevent them from used directly in tools. While the community for FFXI has a strong statistical modeling community, the absence of a standardized, importable item format means that anyone wanting to get modelling work done inevitably needs to manually retread item creation ground. This leads to lopsided reliance on a small cabal of community members who each separately maintain their own spreadsheets and tools, some of which have been shown to be wildly inaccurate.

**Brief description:**

This tool is primarily intended to be used to populate a database with entities representing FFXI items. These items must be exportable to tools with minimal interpretation.

**Minimum Viable Product (MVP):**

**Administrator**

A user with administrator privileges must be able to run create, read, update, and delete functions on equipment items in the FFXI equipment database.

**End User:**

An end user must be able to be able create unique character entities, which each have inventories representing specific instances of items that exist on the Master Equipment List. End users must be able to add and remove items from their character’s inventories.

**Needed Next:**

Admin should be able to add alternate versions of items, in the form of latent and hidden effects.

End users should be able to add character-specific alternate versions of items, in the form of augments.

**Nice to have:**

End users would enjoy being able to create multiple, character specific sets of items.

Item, character, and item set export tools would be convenient.

Allowing end users to create and export items, for instance, could lessen administrator workload by offloading individual item creation to end users, to be passed to the administrator for implementation.

**User Stories:**

Log in/out

View equipment master list (Anyone, regardless of log-in status or permissions)

Create / Read / Update / Delete equipment from master list (Admin permissions)

Create player character (Admin, logged-in user)

Delete player character (Admin, logged-in user who owns character)

Create / Delete equipment from character inventories

Create / Delete equipment sets

Add / Delete equipment from equip sets

Create / Read / Update / Delete augmented equipment (Admin, logged-in user)