

# BuildHunter

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## Team

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## Features

- Query for Individual Items
  - Includes information about
    - Drop rate
    - Gather locations
- Look up Equipment and Gear (Weapons/Armor)
  - Will include
    - Attribute points obtained by wearing the gear
    - Available slots in the gear
    - Items required to craft
- Load / Store: Custom Gear Loadouts
  - Each loadout can be saved by an individual
  - Each loadout can be published
  - Generates the materials required for crafting
  - Allows customization of decorations
  - Generates a list of skills obtained by the loadout
- Search published loadouts
  - Load published loadouts, change, and save them
- Query skills
  - Show how many and which attribute points are required to obtain a skill

## Tools

### Streaming Service

- Kafka
  - Pub Sub service for writing to databases

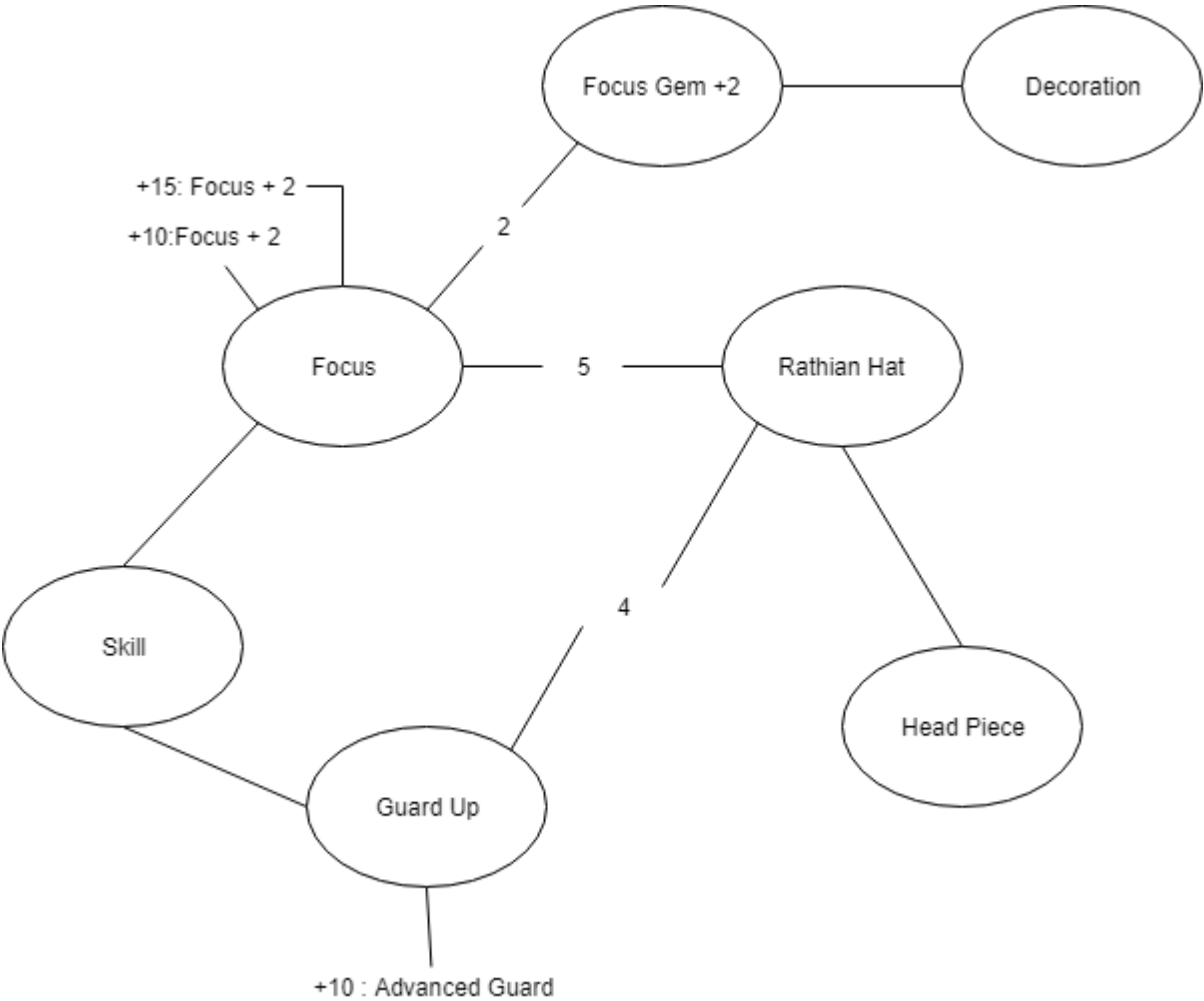
### Databases

- Kasandra

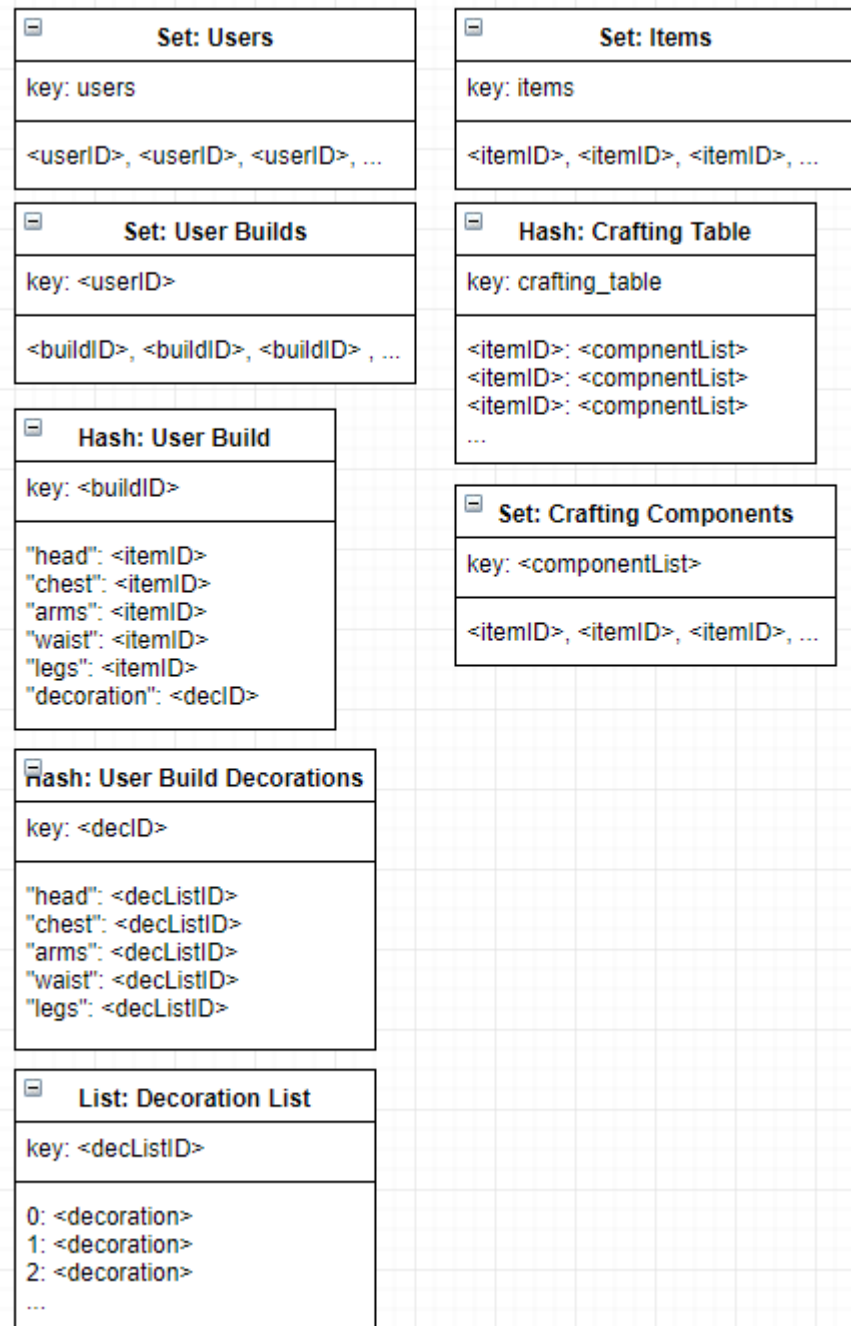
- Store Equipment and Weapons

Armor																						
Blade Master											Gunner											
Name	Rarity	Slots	Def	Max Def	Cost	Elemental Res					Name	Rarity	Slots	Def	Max Def	Cost	Elemental Res					
						F	W	T	I	D							F	W	T	I	D	
Dumb hat	3	2	5	55	10000	-1	-3	-5	-4	0	Dumb cap	3	2	5	55	10000	-1	-3	-5	-4	0	

- Neo4j
  - For build generation and skill querying



- Redis
  - Crafting and Consumable items
  - User made builds



- Query builds

## Reach Goals

- Generate builds per skills desired

## Notes on Running

- How to start neo4j (Note: Only works on node 6 at the moment)
  - sudo service neo4j {start|stop|restart}
  - sudo cypher-shell username=neo4j password=neo4j Install py2neo -sudo pip install py2neo -in python 'from py2neo import \*'
- Install cqlsh
  - Make sure to use pip, not pip3; python 2.7 not python 3.x.
  - pip install cqlsh
  - pip install cassandra-driver
  - export CQLSH\_NO\_BUNDLED=true

- `echo 'export CQLSH_NO_BUNDLED=true' >> ~/.bashrc`
- `cqlsh -cqlversion=3.4.4`