

# BuildHunter

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## Team

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## Features

- Query for Individual Items
  - Includes information about
    - Drop rate
    - Gather locations
    - Which monsters drop them
- Search for Monsters
  - Retrieve information about monsters such as
    - Weaknesses
    - Damage required for part break
- 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

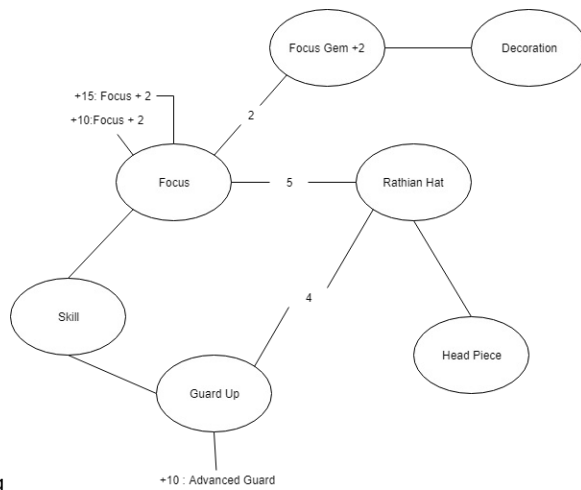
- Kafka
  - Pub Sub service for writing to databases

### 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

<div>Set: Users</div> <div>key: users</div> <div>&lt;userId&gt;, &lt;userId&gt;, &lt;userId&gt;, ...</div>	<div>Set: Items</div> <div>key: items</div> <div>&lt;itemId&gt;, &lt;itemId&gt;, &lt;itemId&gt;, ...</div>
<div>Set: User Builds</div> <div>key: &lt;userId&gt;</div> <div>&lt;buildD&gt;, &lt;buildD&gt;, &lt;buildD&gt;, ...</div>	<div>Hash: Crafting Table</div> <div>key: crafting_table</div> <div>&lt;itemId&gt;: &lt;componentList&gt; &lt;itemId&gt;: &lt;componentList&gt; ...</div>
<div>Hash: User Build</div> <div>key: &lt;buildD&gt;</div> <div>"head": &lt;itemId&gt; "chest": &lt;itemId&gt; "arms": &lt;itemId&gt; "waist": &lt;itemId&gt; "legs": &lt;itemId&gt; "decoration": &lt;decID&gt;</div>	<div>Set: Crafting Components</div> <div>key: &lt;componentList&gt;</div> <div>&lt;itemId&gt;, &lt;itemId&gt;, &lt;itemId&gt;, ...</div>
<div>Hash: User Build Decorations</div> <div>key: &lt;decID&gt;</div> <div>"head": &lt;decListID&gt; "chest": &lt;decListID&gt; "arms": &lt;decListID&gt; "waist": &lt;decListID&gt; "legs": &lt;decListID&gt;</div>	
<div>List: Decoration List</div> <div>key: &lt;decListID&gt;</div> <div>0: &lt;decoration&gt; 1: &lt;decoration&gt; 2: &lt;decoration&gt; ...</div>	

- Query builds

## Reach Goals

- Generate builds per skills desired