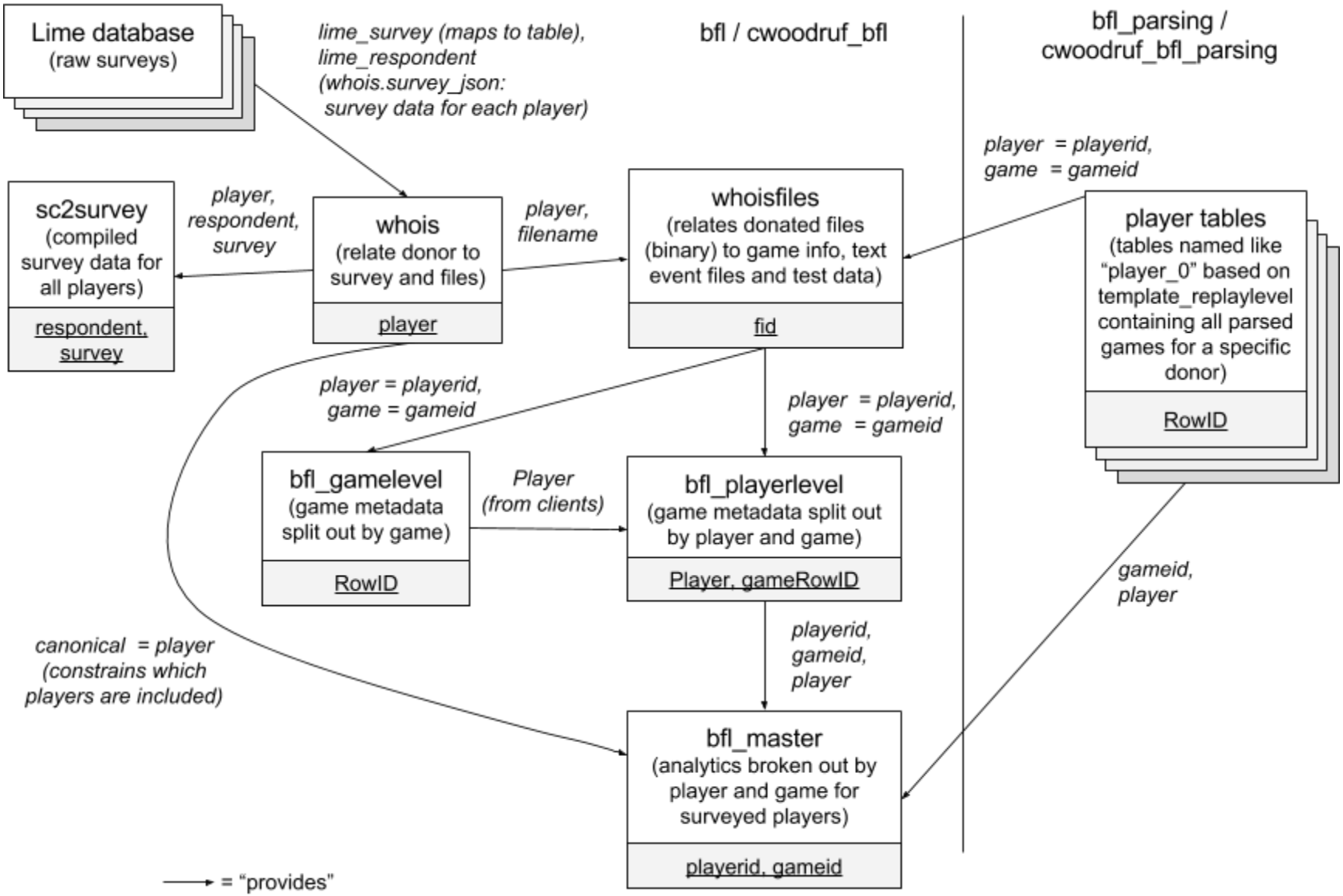
Data Diagram for BFL



Scripts for BFL Tables

Table	Main Scripts
sc2survey	./sc2fields.py, ./sc2survey_insert.py, ./sc2surveys.py
whois	./whois.pl, ./whois.sh, ./whois-csv.sh, ./whois-check.pl For survey_json field:./lime_format.pl, ./Lime.pm
whoisfiles	Raw file paths: large mysql scripts in Ling-CogSci-PC1:~/data SHA1 file checksums: ./replaysha1*.py scripts, Game metadata: ./replaygameinfo.py (sc2reader), ./insgameinfo.py (sc2gears) Test results: ./eventparsetest.py, ./eventtests.py, ./gametests.py
player_# tables	./noderun.py, ./eventparse.py, ./eventparseutils.py Testing: ./nodetest.py, ./eventparsetest.py, ./eventtests.py, ./gametests.py
bfl_gamelevel, bfl_playerlevel	./buildleveltables.py
bfl_master	../../MTBControllerBFL_Final.m, ../../MasterTableBuilderBFL_Final.m, ../../MTBControllerBFL_Find_Missing.m
All paths relative to *public/projects/Starcraft/BFL/LocalParsing/bin* in SVN	

Recommendations for test/verification:

- In general it is probably easier to start from the data and see if the data itself makes sense.
- Data in the player_# tables has been thoroughly checked against *txtparse.m* and tested with *eventparsetest.py* but has not had tests such as: pick random game, reconstruct game from TimeStamp, Player, actionstr fields and compare against the original .events file.
- The whoisfiles.raw_replay_path should be checked against files in Ling-CogSci-PC1:*~/unzipped*.
- The whoisfiles.events_path should be checked against files in Ling-CogSci-PC1:*~/reparsed* and *~/Parsing/ParsedReplays*.
- Players may have multiple character names - whois.canonical is our best guess for the main character used.