

## An Overview of Draftsim

### 1 WEBPAGES

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#### **draft.php**

- Used for draft and sealed play
- Contains containers the current packs, collection and deck

#### **methodology.php**

- Provides a brief description of the draftsim AI
- Contains a link to the google docs rating spreadsheet

#### **about.php**

- This is a welcome page that briefly describes the site
- It also contains a copyright disclaimer on the fair use of card images

#### **404.php**

- This page shows up when the user enters an invalid URL
- The **.htaccess** file sets this as the 404 page and about.php as the landing page

#### **header.html**

- Contains the html for the draftsim title and navigation bar
- It is included at the top of all of the php pages

#### **css.html**

- Links to page style in the **css** folder
- Links to the **favicon.ico** icon

### 2 JAVASCRIPT

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#### **drafting.js**

- Contains javascript that controls the drafting, deckbuilding, and card rating process
- Some of the important features of the file are:

**GLOBAL\_VARIABLES** – control the behavior of the AI

**Pack**(card\_list) – creates a pack of the specified expansion

**Draft**(s1, s2, s3, n\_players) - creates a draft with the number of sets and players

**color\_commit** – quantifies how many “good cards” a player has in each color

**update\_in\_color**(p\_index) – determines which colors a player is playing  
**update\_bias\_pack**(player\_i) – assigns bonuses to a pack based on card color  
**autobuild**(pn, colors) – construct a deck out of the highest rated cards in 2 colors  
**Print\_collection**() – call this to update the card images and text on the screen  
**preload\_bot\_images**(bot) – preload images to speed up drafting process  
**Sealed**(S1, S2, S3, S4, S5, S6) – sealed deckbuilding with 6 packs. Uses a draft object  
**window.onload** – determine which set to use for draft sealed from the URL

### 3 ADDING NEW SETS

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#### Rating spreadsheet

- The methodology page contains a link to the rating spreadsheet
- The card types are interpreted as **Creature**, **Land**, or **Other**
- Professional set reviews are useful for assigning a rating. The ratings guidelines are:
  - 4.0-5.0 – Bomb rares
  - 3.5-4.0 – Top uncommons
  - 3.0-3.5 – Top commons and solid uncommons
  - 2.5-3.0 – Solid playable – good creatures and medium removal
  - 2.0-2.5 – Low-level playable – medium creatures and weak removal
  - 1.5-2.0 – Situational – weak creatures and good combat tricks
  - 0.0-1.5 – Unplayable
- Spreadsheet contents are copied into a text file, **SETNAME.txt**

#### txt2js.py

- Python script that creates javascript files from a set from txt files
- Usage: **python txt2js.py**
- For each set, update **setname** and **path\_to\_file**

#### Images

- Store the .jpg images for the new set in **Images/SETNAME**

#### Announcing new sets

- Announce the release of new sets through reddit:  
**/r/magicTCG**

/r/spikes

/r/lrcastr

## 4 WEBPAGE UPDATES FOR NEW SETS

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### **drafting.js**

Draft\_SETNAME()

Sealed\_SETNAME()

window.onload

### **header.html**

Add dropdown buttons for draft and sealed

### **<meta> tags**

Include the new set name to be included in more google searches

## 5 GITHUB REPOSITORY

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Github is useful for organizing community contributions to the site. The source code as of the Kaladesh release can be found here: [https://github.com/danieljbrooks/draftsim\\_KLD](https://github.com/danieljbrooks/draftsim_KLD)