An Overview of Draftsim

# Webpages

**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

# Javascript

**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

# Adding New Sets

**Rating spreadsheet**

-The methodology page contains a link to the rating spreadsheet

-The card types are interpretted 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/lrcast

# Webpage Updates for New Sets

**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

# Github Repository

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>