World of warplanes statistic extended

Project definition

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RECORDS OF REVISIONS

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REVISIONS CHANGELOG

0.0.1

Initial draft of document

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# OVERVIEW

This document describes aim and list of functionality of atomized program solution for collect statistic about player’s effectivity playing “World of warplanes” video game (created Wargaming.net. company)

Full name of development project is “World of warplanes statistic extended”

Short name is “wowpstat”

# REQUIRMENTS FOR FUNCTIONALLITY

Developing should be performed in several steps. On each step product should have full functionality according step (at minimum). Going next steps will performed after researching technical possibilities to communicate with proprietary modules of “World of warplanes” (WoWP) video game and/or by result of experience of usage by testers

There’re steps of developing are presented:

|  |
| --- |
| Step: 1 |
| Req 1.1: Program should provide to user possibility to add its results manually by graphical interface  Req 1.2: All results should be stored in database  Req 1.3 User should have possibility to view winrate reports for  - each aircraft  - for nation  - for aircraft class  - for combinations of previous parameters using filters |
| Step 2: |
| Req 2.1 Adding of new records should be atomized: when both WoWP and wowpstat run, when battle complete in WoWP new record should be add |
| Step 3: |
| Req 3.1 Extending getting information from battle (as much as possible):  - information about medals, orders, personal score…, kind of balancer formiration and e.t.c |
| Step 4: |
| Req 4.1 Accounting and access limitation: Add possible to collect records about more than one players. If full integration with Wargaming Game Center is possible then implement this requirement with this integration. If not then it will private implementation |
| Step 5: |
| Developing server-side module and provide possibility to centralize all client’s information and browse friend statistic’s (with comparing) from client |

# REQUIRMENTS FOR DEVELOPING TOOLS:

## Client application

Client application might be run on Microsoft Windows platform (ver 7 or above – basically this requiment should not be more limited than official requirement of WoWP)

Client application should be written on C++ in Microsost visual studio with static linking of native windows libraries (MFC frameworks) so it should not require any other components preinstalled

## Database

SQLlite storage should be used as tool of storing data. Any free online service should be used for database scheme design

# CONDITIONS OF USAGE

“Home is free, please live who wants” – 3 persons from Prostokvashino ☺

But developer doesn’t give any guaranty for stability working or give any kind of risks of usage.