MMO Player Character & Population Comparison

Player Profiles

- Create, edit, delete a list of characters they created within Classic WoW
  - Realm, name, race, class/specialization with optional links to talent calculators, profession combinations, and levels
- Players may view a list of all other player characters
  - View lists based on filters ie: specific race, class, profession, etc.

Comparison of Data

Compare all player characters' data to view popular trends

*Hide/discount data of accounts that have been inactive for 'x' amount of time when calculating these data comparison to keep trends fresh

Take into account only characters beyond a certain level (~15) for comparison to eliminate test/bank characters that are not actively used in the game.

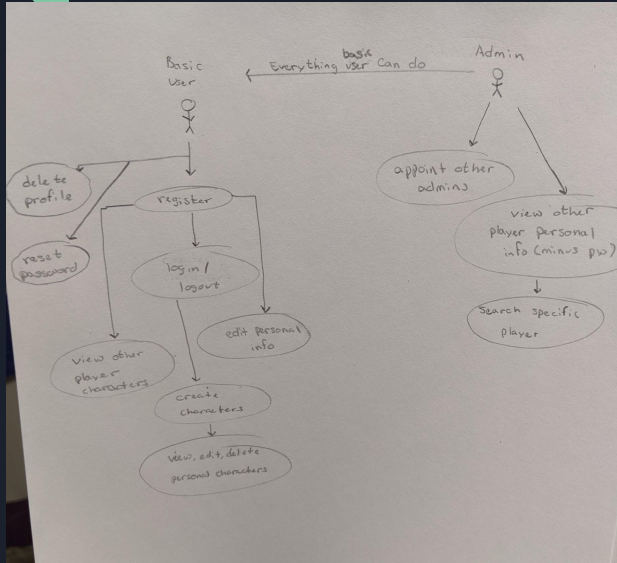Show the comparisons in some kind of visual when searching other players' characters

Functional

- Basin Users
  - Register/login via unique email
  - Edit or delete profile information
  - Edit or delete characters
  - View other players' characters as a whole or using different filters
  - View and post on forum (if implemented)
  - Delete their account
- Admins
  - Appoint other admins
  - Ban/block users from login
  - Ban users' ability to post in forums
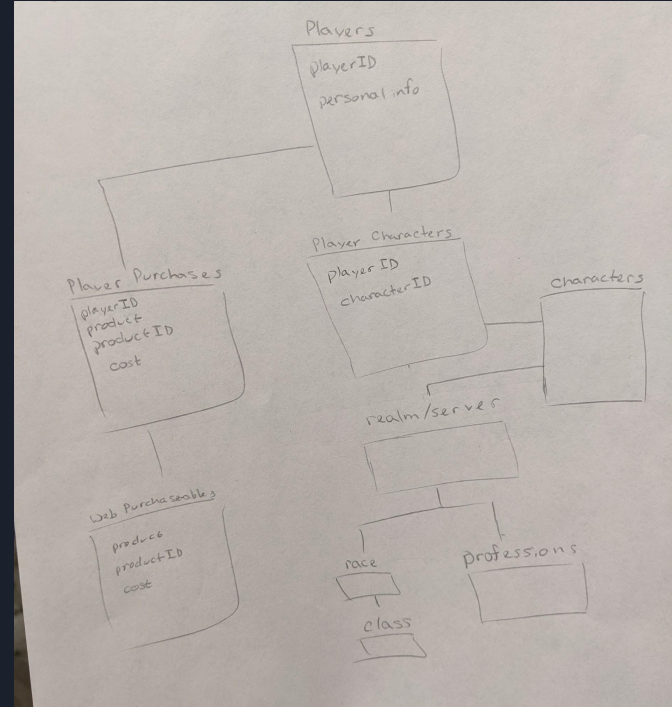 - Delete post from forums (if implemented)

Non-functional

- No users may access or view other users' passwords
- Password reset is the only way to 'recover' an account
- Usable via any web browser/screen resolution - Localize
- Modification of code/UI originally completed through Microsoft Visual Studios 2017
- Database modified using Microsoft SQL Server Management Studio

User-case

Database

Skeptical Timeline

Oct. 13 - 19: Finish database/sp creation

Oct. 20 - 26: Player profile/registration completion (create, edit, delete account and characters)

Oct. 27 - Nov. 2: Admin roles completed

Nov. 3 - 9: Testing

Nov. 10 - 16: Data comparison

Nov. 17 - 23: Data comparison & possible visuals

Nov. 24 - 30: Testing

Dec. 1 - 7: Testing/make it pretty

Total Completion Time: ~120 hours (estimate due to workload exterior to the class)

Later Implementations

User collaboration forum

     Game help, guild recruitment, game/server specific events

Include item lists for further character customization.

This project design can be expanded to create a multi-game portal.

Have a homepage that would direct to different profiles for different games.

Apply population comparisons to view active populations of players across multiple games.

Localize!