## **Progress report 03**

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## **Work log**

Date	Number of Hours	Description of work done
Sep 07, 2025	1.5	Reviewed the document General Guidelines and
COP 01, 2020	1.0	Deliverables provided by the instructor
Sep 08, 2025	3	Reading the A Guide to Technical Report Writing
Cop 60, 2020		to be familiar with the rules
Sep 08, 2025	2	Drafted the proposal for my part of the project,
Jep 00, 2023	_	which focuses on the development of the
		website portal for displaying and analyzing game
		data
Sep 09, 2025	3	Worked on project planning and created the
, , ,		Gantt chart for the website portal tasks using
		Tableau. Updated the proposal with the timeline
		section.
Sep 11, 2025	6	Compared several data visualization libraries
		such as Highcharts, Plotly, D3.js and Chart.js. I
		tested basic charts in each library to see how
		they work with PHP/MySQL. Highcharts and
		Plotly had many advanced features but
		needed paid licenses or extra setup for some
		functions. D3.js was powerful but very hard to
		learn and required a lot of custom coding.
		Chart.js was easier to use, had clear
		documentation, and worked smoothly with
		PHP and MySQL. Because of this I finally chose
		Chart.js for our project.
Sep 12, 2025	2.5	Revised the project proposal based on
		instructor's feedback, including unifying the
		narrative perspective, adding detailed
		deliverables, and correcting tense and grammar
		issues in the report.
Sep 13, 2025	3	Discussed data structure issues with
		teammates, finalized basic tables and related
		columns, and aligned on game mechanics and
		design approach.
Sep 15, 2025	4	Researched server options for handling game
		data uploads; compared multiple online server

		providers but have not finalized the choice yet.
Sep 18, 2025	4	Set up the basic environment with PHP and
		MySQL database; used local resources
		temporarily since the server has not been
		finalized.
Sep 20, 2025	1	Revised the project proposal again, reorganized
		the Deliverables section for clarity and detail.
Sep 22, 2025	3	Discussed data structure with teammates,
		confirmed the columns of the match table, and
		analyzed how the portal should retrieve data and
		the basic API design.
Sep 25, 2025	2	Revised GitHub repository settings based on
		instructor's requirements; renamed repository
		and updated README.md file accordingly.
Report2		
Sep 27, 2025	3.5	Finished choosing the server and decided to use
		Google Cloud. Created a new VM and set up
		PHP, Apache, and MySQL on it.
Sep 29, 2025	4	Installed the needed PHP extensions. Tested
		the connection between Apache and MySQL,
		and made sure PHP pages can get and show
		data from the database.
Oct 1, 2025	3.5	Built the static HTML/CSS structure of the portal
		as a test and prototype, including homepage
		layout, navigation bar, and chart area. Uploaded
		the static version to GitHub
Oct 2, 2025	2	Discussed game data, table design, and website
		functions with teammates. Some planned
		functions are not supported by the game yet, so
		they are left empty for now.
Oct 3, 2025	4.5	implemented PHP backend functions to connect
		to MySQL. Designed page logic and tested data
		reading and display successfully.
Oct 6, 2025	4	Developed RESTful API for CRUD operations.
		Tested the API with Postman locally and on the
		cloud server. Uploaded the world-balance-api
		project to GitHub.
Oct 8, 2025	3.5	Deployed the full portal website on the cloud
		server. Tested the connection between front-end
		and back-end. Started adding sample data into
		the database for testing (still in progress).
Report3		
Oct 10, 2025	3.5	Started research on Chart.js basic usage.

	Learned how to draw bar and line charts using
	sample data. Practice a simple HTML + JS page
	and upload the github
4	Integrated Chart.js with PHP + MySQL.
	Built API to send json data to the chart. Tested
	fetching data from the database and showing
3	Wrote the Applied Research Report: Using Chart.js for Data Visualization in a PHP +
	MySQL Web Portal.
4.5	Continued the second research about Chart.js
	interaction. Learned to use events like onClick
	and onHover. Tested changing datasets by
	button click and chart.update(). (not complete)
4	Applied the interaction functions to the Players
	page. When selecting different players, all
	charts update automatically. Adjusted chart
	colors
3.5	Finished the main layout and data display for the
	Vehicles page. Added filters for nation and tank
	type, and a search box for vehicle name.
2	Improved both Players and Vehicles pages.
	Added third chart "Top 10 Players by Win Rate"
	with horizontal bars. Verified all charts refresh
	when player changes
	3 4.5 4

## **Description of work done**

During this reporting time, I mainly worked on data visualization and front-end part of the portal website.

I finished two small research works about Chart.js. The first one was called "Applied Research Report Using Chart.js." It shows how to use Chart.js together with PHP and MySQL to make dynamic charts.

The second research was about Chart.js interaction, like using onClick and onHover, switching datasets, and updating the chart. This part is not fully done yet.

After the research, I used what I learned in the portal.

I made three interactive charts for the Players page: one K/D trend chart, one win rate by vehicle type chart, and one "Top 10 Players by Win Rate" bar chart.

These charts connect to the backend API. When a user chooses a different player, all charts change and show new data.

I also worked on the Vehicles page. This page shows a table for all vehicles and can filter by nation or vehicle type.

It also connects with the database by PHP API and can read, filter, and show the data correctly.

## Repo Check-in of Implementation completed

In this phase, I added several new folders to the Implementation section in GitHub. In the Documents section, I added the file "Applied Research Report Using Chart.js.pdf." This report mainly explains the basic usage of Chart.js and how to get data from the backend API.

In the Implementation section, I uploaded two new folders under /portal/chart\_test and chart interaction.

The chart\_test folder contains the files used for my first research about how to create and display charts with real database data.

The chart\_interaction folder includes the source code for my second research on Chart.is interaction features.

This part is still in progress, so I only uploaded the code files and not the written report yet.

I also updated two main PHP files in the portalDemo folder — player.php and vehicles.php.

These files now include new Chart.js visualizations and improved connections to the backend API for dynamic data display.

The files/folders I have checked in the repo are as follows:

- Documents/Applied Research Report Using Chart.js.pdf
- Implementation/portal/chart\_interaction/\*
- Implementation/portal/chart test/\*
- Implementation/portal/portalDemo/\*



