Progress report 01

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Summary of Work Done

During this reporting period, I read the guidelines and technical writing materials provided by the instructor. I drafted and revised the project proposal many times and created a Gantt chart for the website portal tasks. I compared different data visualization libraries such as Highcharts, Plotly, D3.js and Chart.js. Highcharts and Plotly have many advanced features but need extra setup or a paid license for some functions, and D3.js is powerful but very hard to learn. Chart.js is easier to use, has clear documentation, and works well with PHP and MySQL, so I chose Chart.js for our project. I joined team discussions to finalize the data structure and API design. I also researched server options for uploading game data. The server has not been finalized yet, and I plan to finish the selection by the end of next week. One possible option is to rent a Google server. In addition, I changed the GitHub repository settings based on the instructor's requirements, renamed the repository, and updated the README.md file. I have also completed setting up the PHP and MySQL database locally.

Implementation Check-in

At this early stage of the project, my work has mainly focused on research, drafting the proposal, planning, and setting up the environment. Therefore, there is currently no formal implementation code in the Implementation folder. However, I have already created the required Documents and Implementation folders in the GitHub repository. In the Documents folder, I uploaded two versions of my revised project proposal drafts (the first version is Proposal_HSu463_v1_old.docx and the revised version is Proposal_YLi547_v2_old.docx), as well as the final version (Proposal_YLi547.docx), my progress report (Project_HSu463_Report1.pdf), and updated the README.md file. In addition, I have basically completed the portal prototype and uploaded it to the Implementation folder. Once the server choice and data structure are finalized, I plan to start checking the PHP/MySQL code for the website portal into the Implementation folder in the next phase.

Work log

Date	Number of Hours	Description of work done
Sep 07, 2025	1.5	Reviewed the document General Guidelines and
		Deliverables provided by the instructor
Sep 08, 2025	3	Reading the A Guide to Technical Report Writing
		to be familiar with the rules

Sep 08, 2025	2	Drafted the proposal for my part of the project,
Sep 06, 2025	2	, , , , , , , , , , , , , , , , , , , ,
		which focuses on the development of the
		website portal for displaying and analyzing game
0 00 0005	0	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,
, 2020		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
20p 20, 2020	_	instructor's requirements; renamed repository
		monution a requirements, renamed repository

	and updated README.md file accordingly.