

Week 13 - Written Status Report For WondoBot #3 (04/03/2024)

Will cover weeks 11-13

Accomplished:

- Finalized some of the data that we would like to retrieve from the api to put into the database
 - Finalized basic functionality of the commands
- Getting the database set up and running locally on all our devices
- Started basic work with adding data to database and connect our commands with database

Scheduled Tasks to be done:

- Focus will be on database, we have 3 tables
 - Matches (this will be priority, looks to be the simplest)
 - Get all matches into the database and get discord commands connected to it
 - Commands in question: currentMatch, lastMatch
 - Optional one: allFixtures (the least priority one)
 - Make sure to connect matchid in both matches and predictions table
 - Predictions
 - When making a prediction for the current match, check to see if user is in table, if not add them to table
 - If the user tries to change there prediction, find that user in table and change the prediction accordingly with the right columns
 - Make sure to connect matchid in both matches and predictions table
 - Users
 - Assign the scoring system after the match ends depending on the user's predictions
 - Make sure to connect userid in both users and predictions table
- Play around with embeds in discord.js
 - When a user types in a command, instead of getting the basic text back, can use embeds to format it nicer and cleaner
- Get other commands
 - /predict-me : will give an overview of info stats for the user such as points, appearances, etc...
 - /predict-last: will show the results of the last match and the results of user predictions

Noteworthy Risks, concerns, or problems:

- API request limits → with the free plan, we can do 100 requests per day which should be enough for testing and for deployment of project but something that we have to monitor