

Week 11 - Written Status Report For WondoBot #1 (03/20/2024)

Will cover weeks 8-10

Accomplished:

- Get Football API to connect with discord.js and just get some example calls to make sure connection is good and we can access the API
 - Started with getting basic information like teams, score, date, and time
- Changed db from SQLite to Postgres
- Database tested locally and functions correctly
- Create new users on db

Scheduled Tasks to be done:

- Get 2 of the basic commands to work (original 03/04 but different circumstances prevented this from being accomplished and changing which commands)
 - Jose during the week of spring break was mostly sick, unable to fully focus and work on it (also couldn't work on other school work and didn't do much during the break)
 - While the basic functionality of the command works, we need the api and database to check if what the user is inputting is correct (spelling, names and format), will hold off on the original commands and focus on API for now
 - !predict "score1-score2" "first-scorer" : users will try and predict the score of the match and the first goals scorer of the SJ team
 - Bot will just spit back what the user will say in text
 - !predict schedule (might change this name) : just getting the full schedule of the team and then either adding an option to get the next current match or make a whole new command for it
 - Will output the schedule, opponent, date, and time of match
- Continue work with Football API
 - We established that we got a key for it and can make calls with it like getting basic match information, continue playing around with it and extracting information that we need
- Writing queries to database and integrating into command functions
 - We have some functions written for operations, but have yet to integrate in commands.

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

Week 07 - Written Status Report For WondoBot #1 (02/21/2024)

Will cover weeks 4-7

Accomplished:

- Completed First Draft of Requirements Specification Documentation (SRS): discussing what the project will be and what will be built
- Planned out a rough schedule for the project - using some of the information from the SRS, saw what objectives or tasks we needed to do and planned out a rough outline for what needed to be complete (will assign specific task roles later, just wanted to see what we needed to do)
- Created Discord bot and token needed to run the bot
 - Added it to a test server between the three of us
 - Got basic boilerplate code uploaded to github
 - For example, command to spit it out the username of the user that entered the command
 - Not included in the github is more boilerplate code just playing around with creating commands and getting used to syntax and file structure for discord.js
 - More commands such as spitting out images when the command is called
 - Also created “teams” in discord: basically a way for multiple individuals to have access to the bot and token since originally, creating a bot is only for 1 person
- Completed First Draft of Software Development Plan (SDP)
 - Finalized the schedule a bit more and assigning tasks to each person in the group (and also what objectives can be completed by everyone)
- Overall reading of Discord.js documentation, getting more familiar with it

Scheduled Tasks to be done:

- Get 2 of the basic commands to work (02/25 deadline but can be pushed back before week 9 Monday class which is 03/04)
 - !predict “score1-score2” “first-scorer” : users will try and predict the score of the match and the first goals scorer of the SJ team
 - Bot will just spit back what the user will say in text
 - !predict top : users can see the top predictors within the server (ideally a top 10) which will show username, how many times they have predicated, and total points
 - For now, will just spit out a dummy table with the appropriate information such as username, how many times user predicated, and points

- Get Football API to connect with discord.js and just get some example calls to make sure connection is good and we can access the API
 - 03/02 deadline but like the commands, can be pushed back to week 9 Monday class which is 03/04
- Start researching and maybe even reading documentation on what Sequelize is and PostgreSQL
 - Give some pros and cons of each
 - Is it possible to use both or do we only need to choose one?
 - For us to research and find out.
 - Deadline of 03/11 (week 10)

Noteworthy Risks, concerns, or problems:

- A risk is just the fact that Spring break is next week (02/26 - 03/01) not including weekends
 - Might struggle with working on project and assignments over the break
 - Personal events with friends and family can impact how much work gets done during this timeframe
- A bit more experience with Discord.js but still a bit iffy with it
 - Not fully comfortable with using it but we believe with time and patience, this won't be a problem by the next written status report. At least doubts of our ability will be put to rest even if we haven't "mastered" yet