Week 11 - Written Status Report For WondoBot #2 (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