

Week 15 - Written Status Report For WondoBot #4 (04/17/2024)

Will cover weeks 13-15

Accomplished:

- Filled in data information for all three tables (Match, Users, and Predictions)
- Continuing to format the output when a user types a commands with embeds

Scheduled Tasks to be done:

- Need to host the bot (potentially a paid service which isn't ideal)
- Need to periodically check and update the database for any match schedule changes if necessary
- Adding a couple more commands and tables that wasn't established during the original design of the project
 - /predict players : this command will just give out the list of players for the team and the name of the players. The names of the players shown in this list/command is the name that the user should type if they think that player will score
 - Players table : table will hold the info of the names of the players
- Adding original commands
 - Add a /predict help command that gives an overview of what each command does
 - Have a little note about how the points are distributed based on how close a user predictions is to the actual result

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
 - Couple of us actually went over the API request limit and got charged a few cents, just need to be more careful in these final weeks
- Needing to pay to host a server and setup the host bit more troublesome than originally planned