Bloodborne Catalog and analysis

Project lead:
Assisting members:

Purpose: The purpose of this project is to catalog and analyze interactable entities within the videogame Bloodborne. The reason for doing this to is multifaceted. The primary purpose is to determine where the developers put the greatest emphasis of entities, and consequently lore, in the various areas inside the game. The secondary purpose is to catalog all of the interactable entities, sorted by location, for quick, user-friendly referencing. The tertiary purpose is to apply a multitude of coding languages to create a fully functional website that outputs meaningful data in a format that is both user-friendly and time efficient.

Methodology: Various coding languages are used in this project. XML markup is used to catalog and categorize the interactable entities. A schema is devised to normalize the project's XML format. Regex is used to quickly and efficiently edit the project's XML documents.(add the things you did here, or tell me and I will write it in here)

Conclusions: TBD(change this later)