**Bloodborne Catalog and analysis**

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Purpose: The purpose of this project is analyze the 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, within the game. The secondary purpose is to catalog all of the interactable entities, 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. A schematron file is devised to guide coders into creating code that coincides with the schema. Regular-Expressions are used to quickly and efficiently edit the project’s XML documents. XSLT, HTML, CSS, and Javascript are used to create the website itself. Xquery is used to generate .tsv files.Cystoscape is used to draw network graphs from .tsv files.

Conclusions: The relevancy of NPCs can be correlated to their contribution of keywords. These keywords are specific words that are spoken by the NPCs that has relevance within the game. The more a NPC contributes to the key words, generally the more important of a character they are. In addition, the keywords themselves can be arranged based on the amount of times they are spoken by each character. Consequently, the more a keyword is mentioned the more important it is. Further conclusions can be easily drawn by graphing other .tsv files that are made for this project.

Note: The conclusions that this project came to is an example of what can be done with the data in this website. There are many other categories with their own correlations that can be extrapolated upon.