

HOW TO DO UNNECESSARY
THINGS IN LONG Winded
WAYS FOR NO APPARENT
REASON OTHER THAN "I LIKE
BOARDGAMES AND GRAPHS".

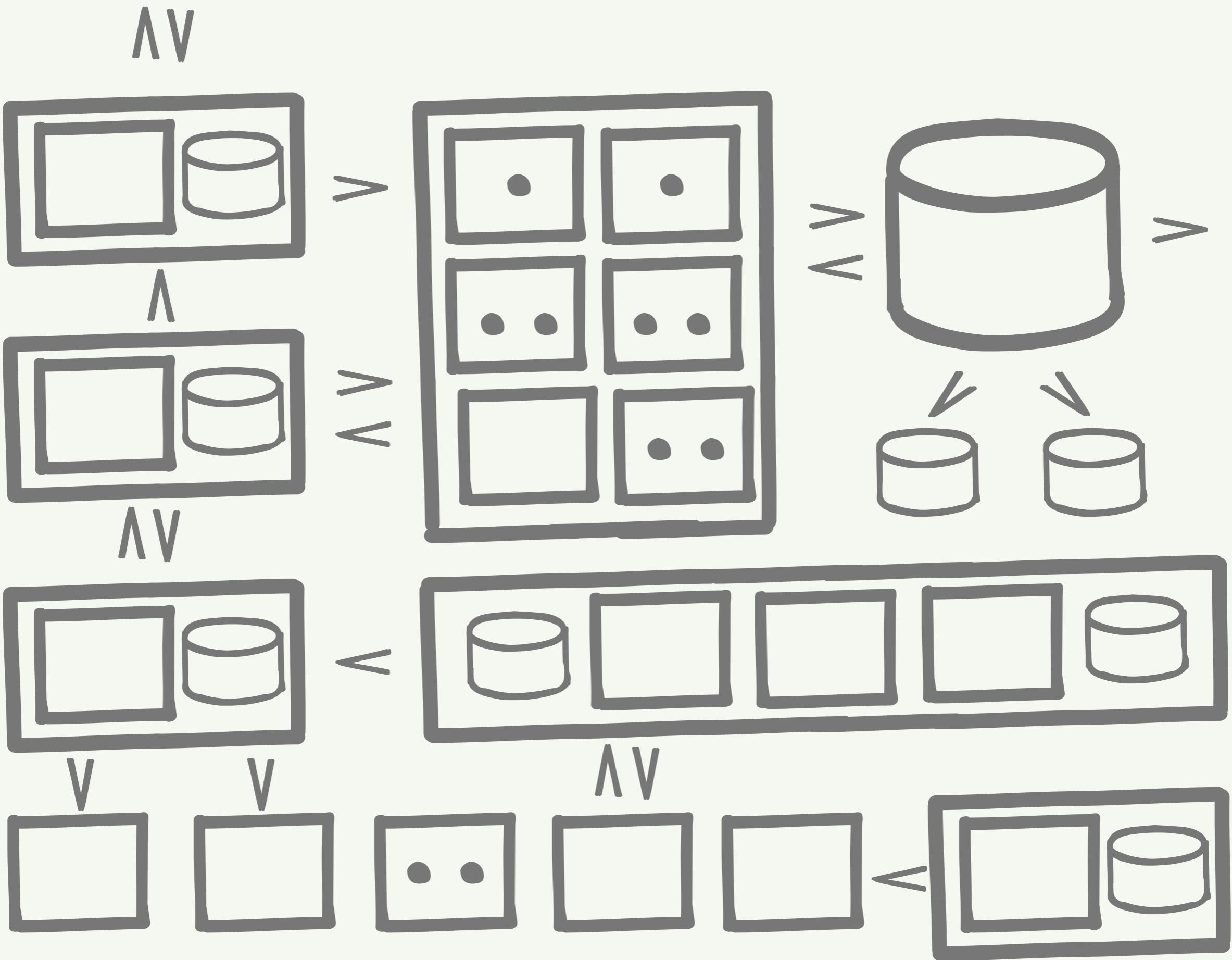
HOW TO DO UNNECESSARY
THINGS IN LONG Winded
WAYS FOR NO APPARENT
REASON OTHER THAN "I LIKE
BOARDGAMES AND GRAPHS".

A HISTORY LESSON









BOARD GAMES



The Cones of Dunshire | Board X James

Secure https://boardgamegeek.com/boardgame/165694/cones-dunshire

BOARDGAMEGEEK 1 kouphax Search

QUICKBAR

RECENTLY VIEWED

- The Cones of Dunshire
- Pandemic Iberia
- The Amanda Knox Board Game
- Splendor
- Codenames
- 221B Baker Street: The Master Detective Game
- Mascarade
- Sheriff of Nottingham
- 7 Wonders
- Tokaido
- See All »

THE HOTNESS

GAMES

- This War of Mine: The Board... 2017 - Rank: 4042
- Gloomhaven 2017 - Rank: 5
- Lords of Hellas 2017
- Betrayal at Baldur's Gate 2017
- Terraforming Mars 2016 - Rank: 8
- The Campaign for North Africa 1979 - Rank: 11917
- Sine Tempore: The Last Hope 2017 - Rank: 9088

The Cones of Dunshire (2015)

6 Ratings & 6 Comments · GeekBuddy Analysis

2-12 Players Community: 8-12 – Best: none Time: -- (Not provided by publisher) Age: -- (Not provided by publisher) Community: 18+ Weight: 3.60 / 5 'Complexity' Rating

Designer: N/A Artist: Jared Blando, Aaron J. Riley Publisher: Mayfair Games See Full Credits

My rating ★★★★★★★★★

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Description

In *Cones of Dunshire*, a gaming experience for 2-12 players, the goal is to accumulate cones: four cones wins, but in order to get a cone you have to build a civilization...which is where the Spirit Cards come in. Each player takes on the identity of one of two wizards, a maverick, the Arbiter, two warriors, a corporal, or a ledgerman (who doesn't play but keeps score while wearing a hat that says "Ledgerman"). Then there's the Challenge Play...the thing about the Challenge Play is that it's basically the game...in reverse.

The published game *Cones of Dunshire* is based on the fictional game *Cones of Dunshire* as seen on the NBC television program

CLASSIFICATION

Type Uncategorized

Category Civilization

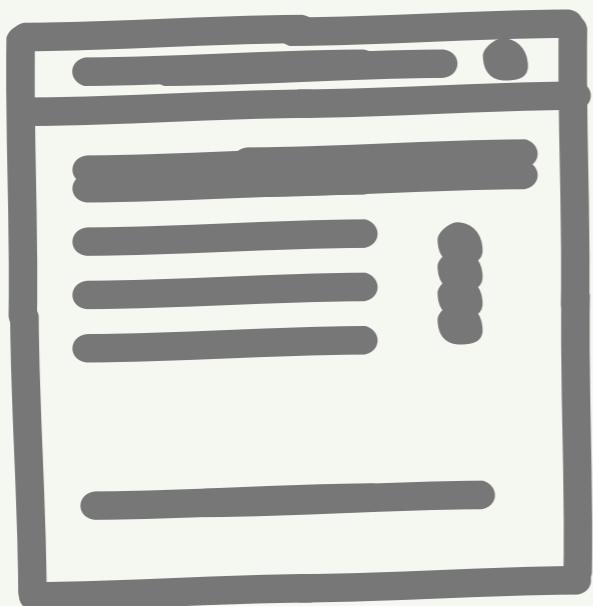
Mechanisms Dice Rolling, Variable Player Powers

Family Admin: Unreleased Games

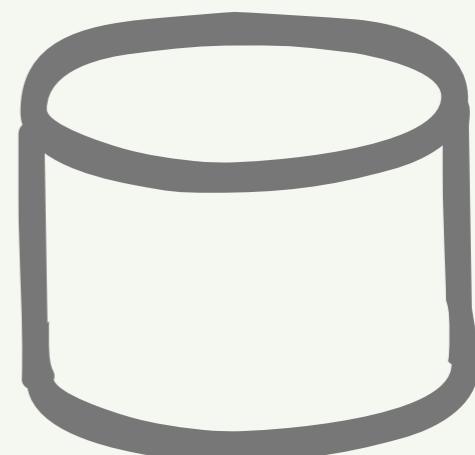
Advertisement

Feedback

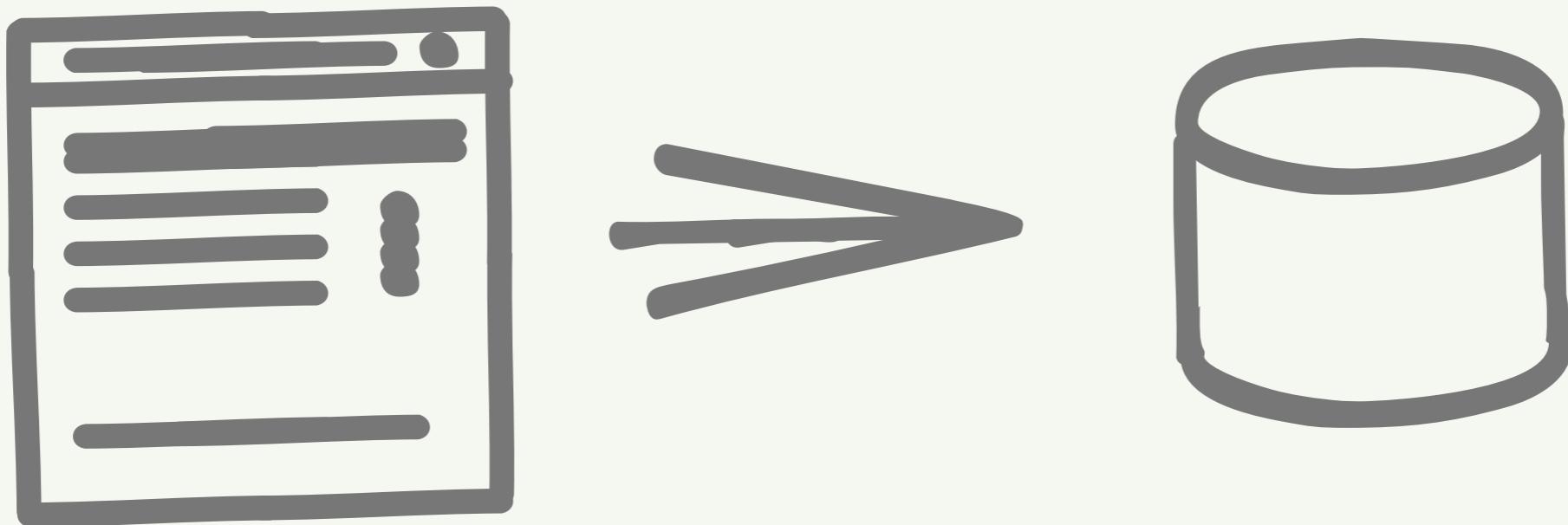
THE MASTER PLAN



—??—



PLAN A: SCRAPE IT



< TABLE >

< TABLE >

< TABLE >

< TABLE >

< TABLE > ... < /TABLE >

< /TABLE >

< /TABLE >

< < /TABLE >

< /TABLE >

LESSON I: HTML IS...

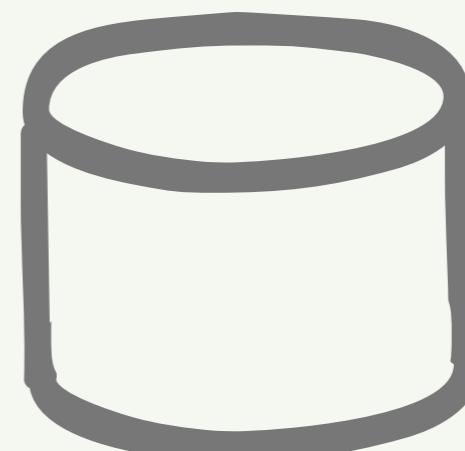
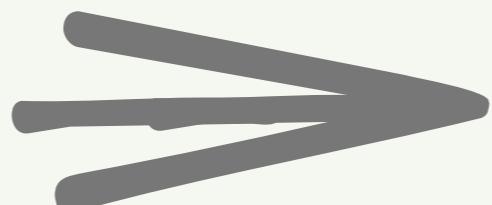


- MESSY
- BLOATED
- INCONSISTENT

PLAN B: EH P EYE?



GET /GAMES
GET /GAME/:ID
<XML>

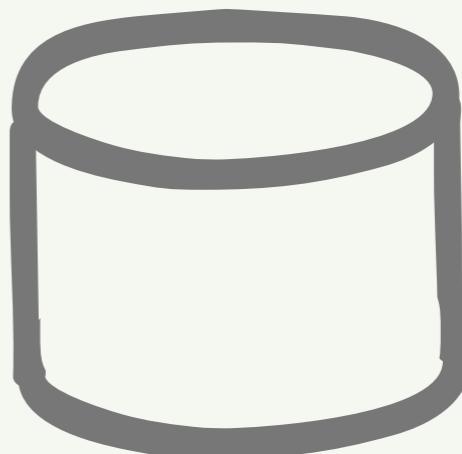
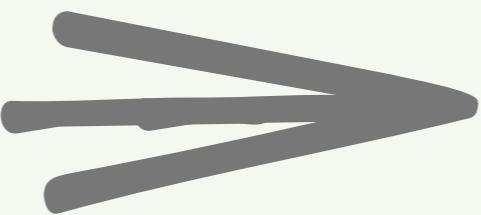


LESSON 2: APIs ARE...



- OFTEN UNDOCUMENTED
- LIMITED IN CAPABILITY

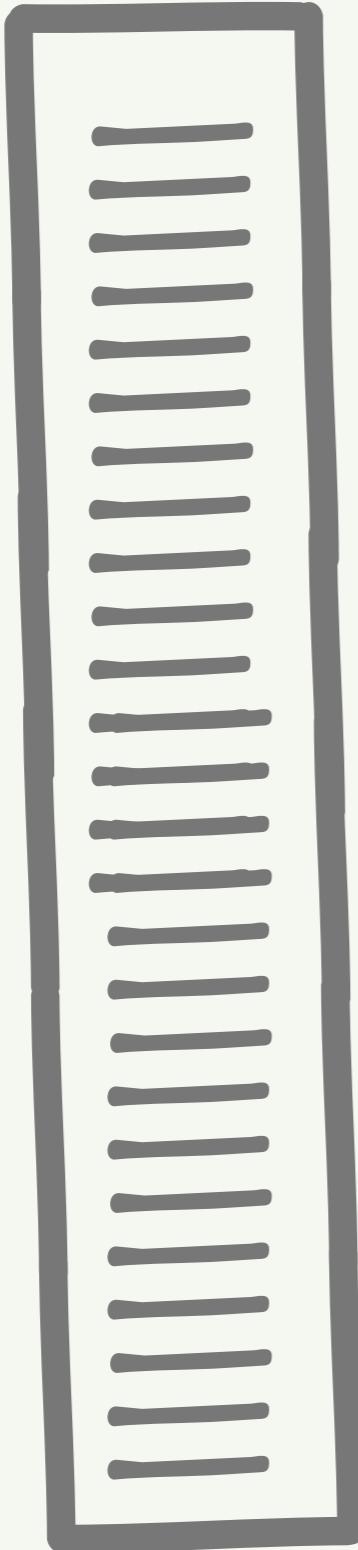
PLAN C: A+B = C



PLAN C: A+B = C



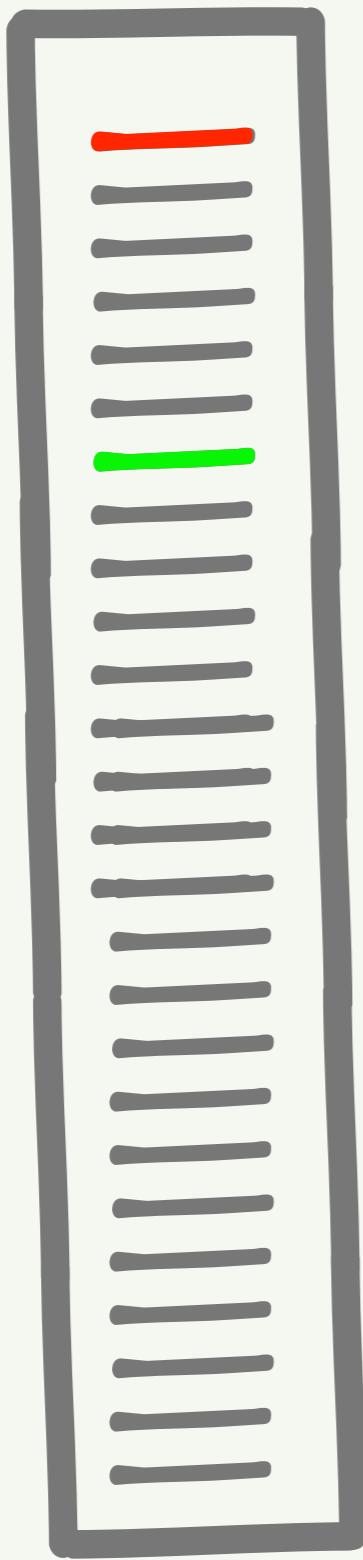
1. GET THE IDS FROM SITE
2. GET THE GAME DATA FROM API
3. MAP THE DATA TO A STORE
4. QUERY THE STORE

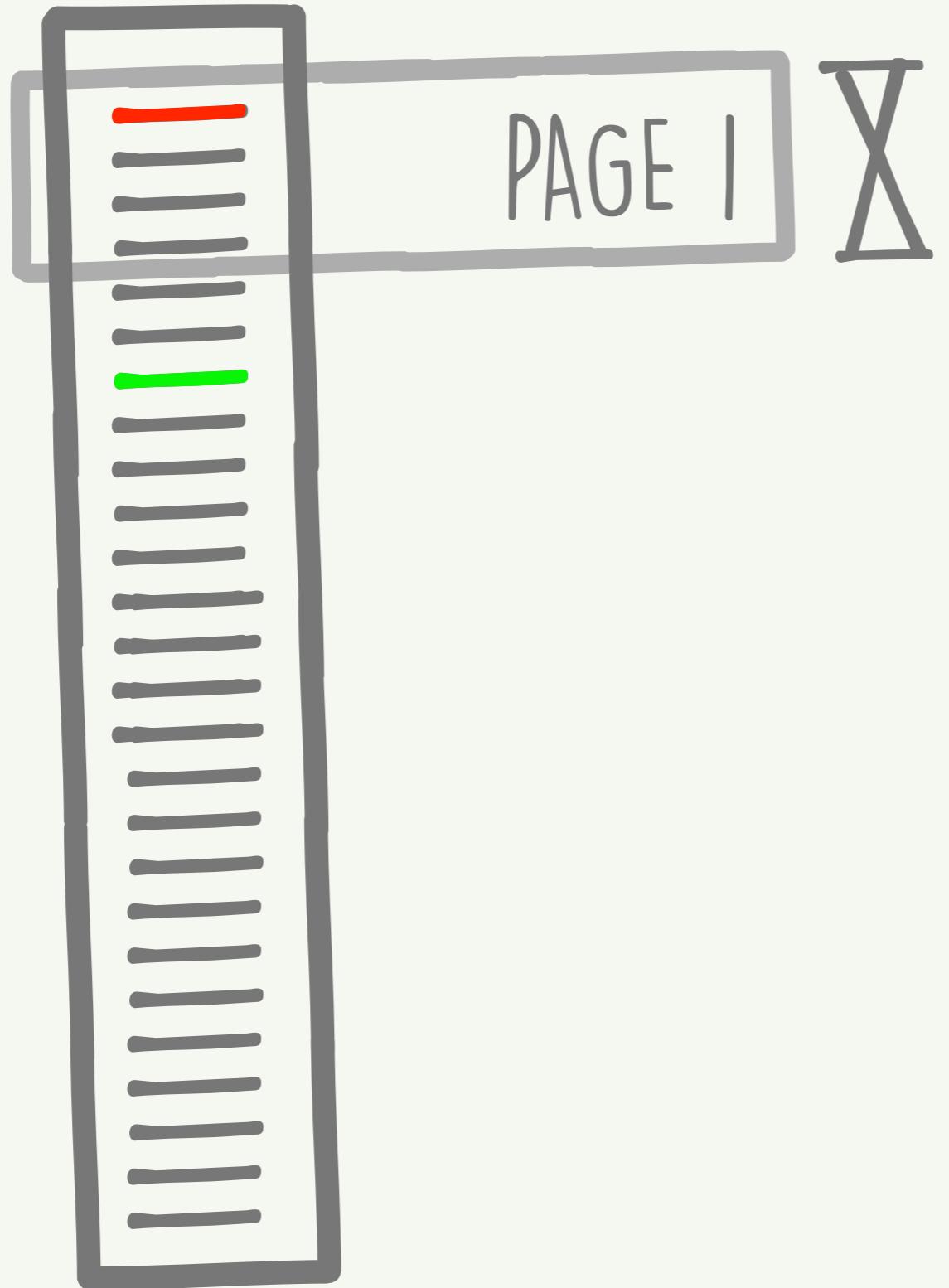


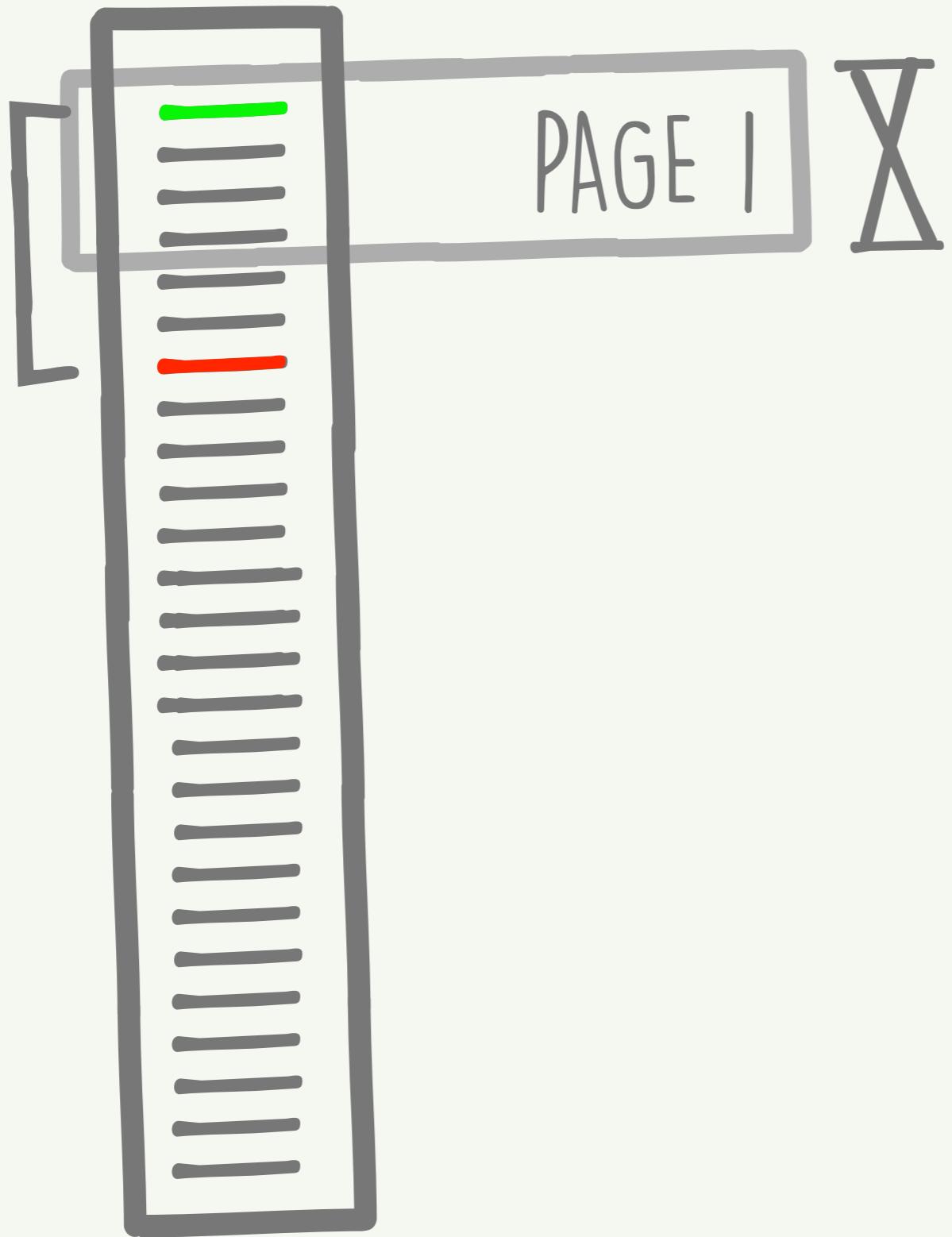
STAGE I

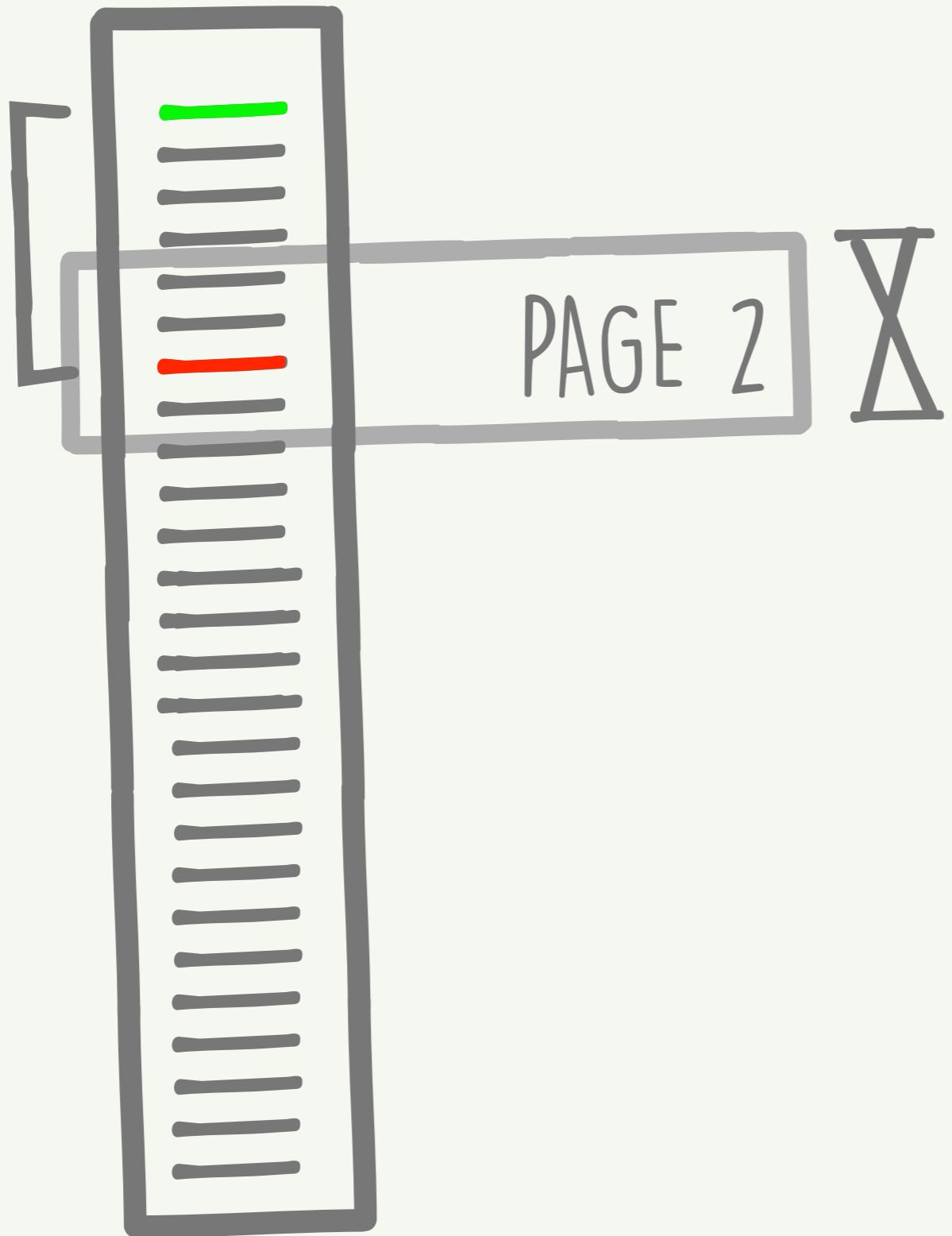
GET THE IDS









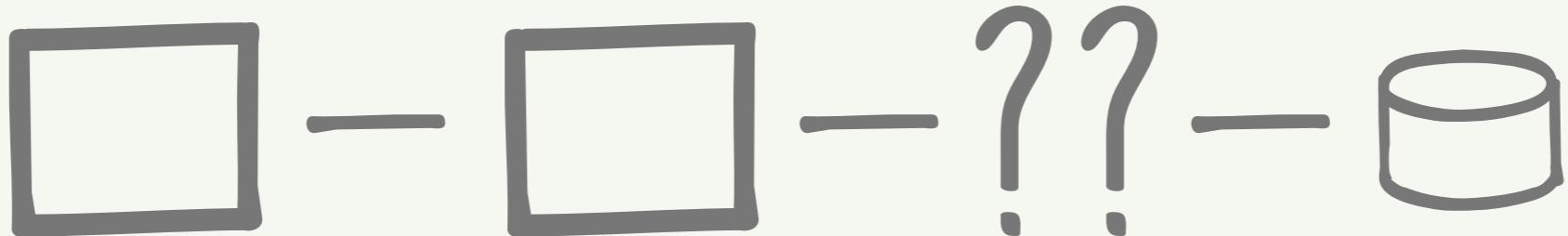


LESSON 3: DATA IS...



- VOLATILE
- PROBABLY STALE
- BEST SCRAPED QUICKLY

STAGE I: GET THE IDS



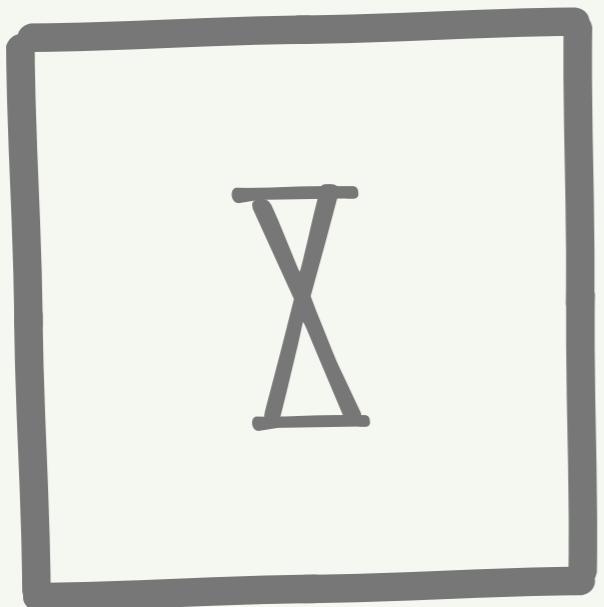
PAGE SCRAPER

ID SCRAPER

DESIGN DECISION

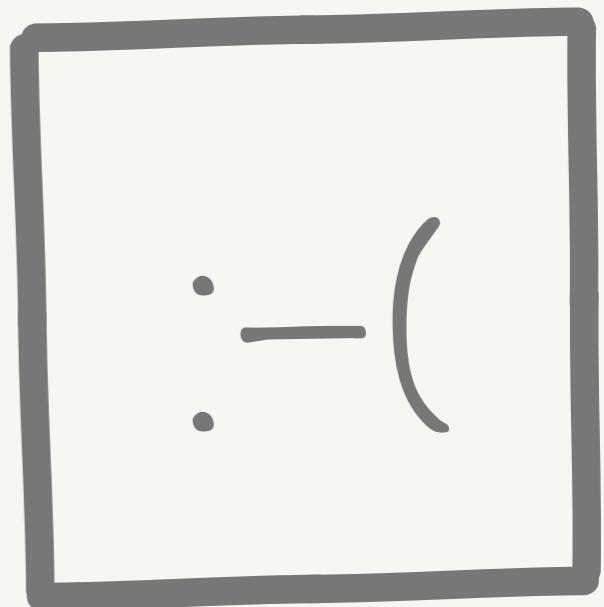


HOW DO OUR COMPONENTS
COMMUNICATE WITH EACH
OTHER?

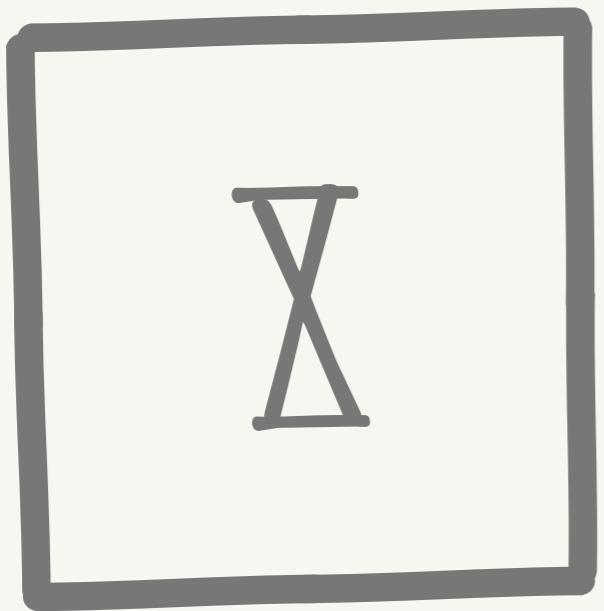


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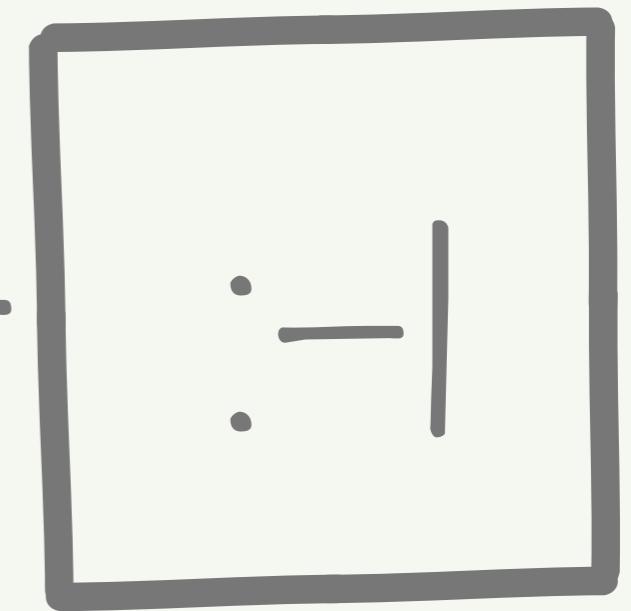
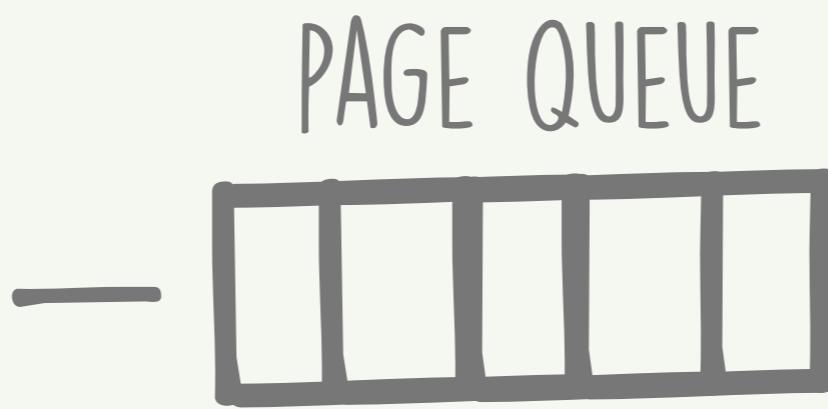
- ?? -



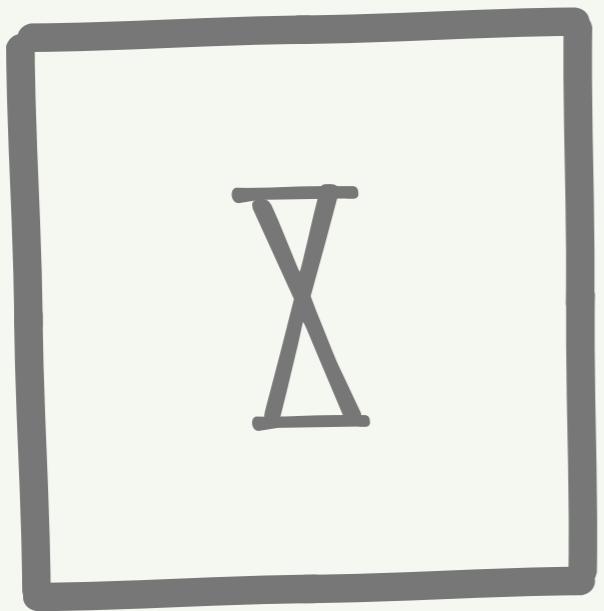
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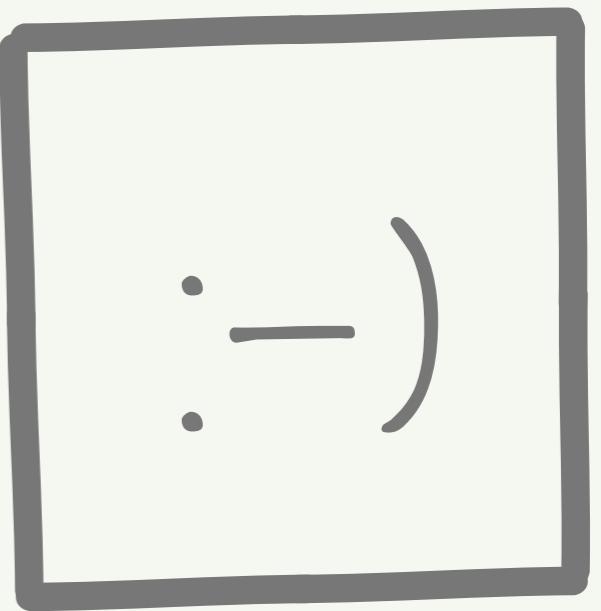
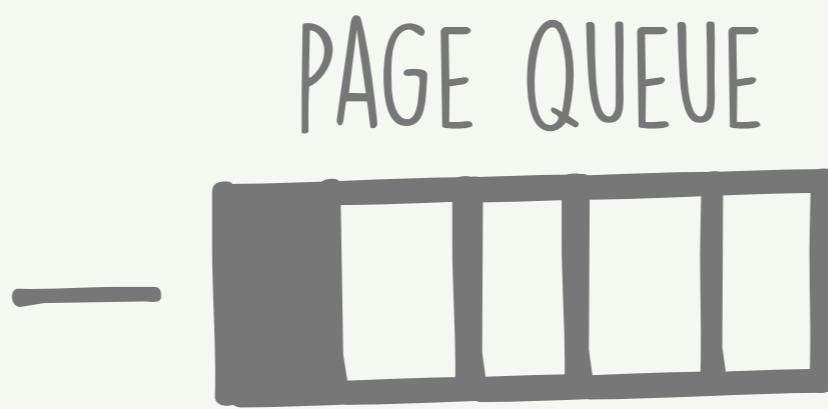
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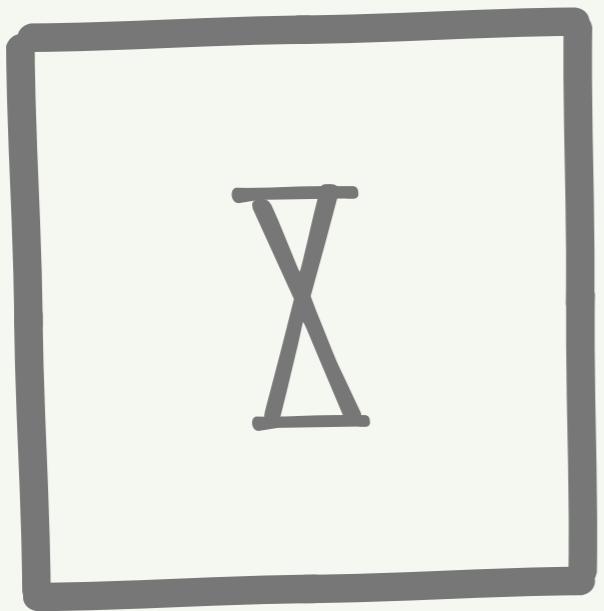
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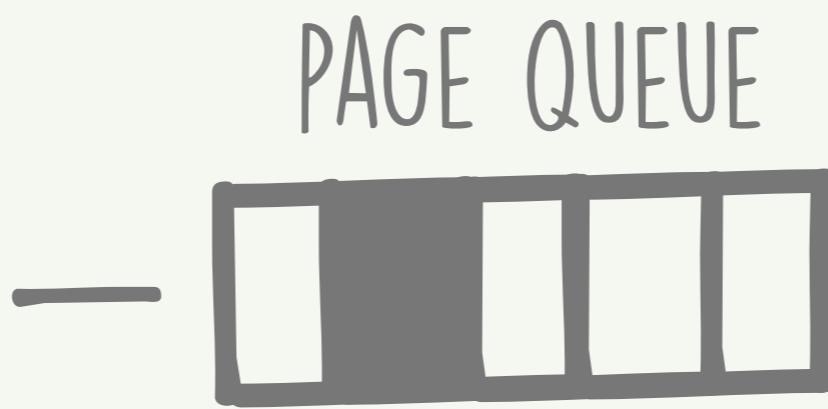
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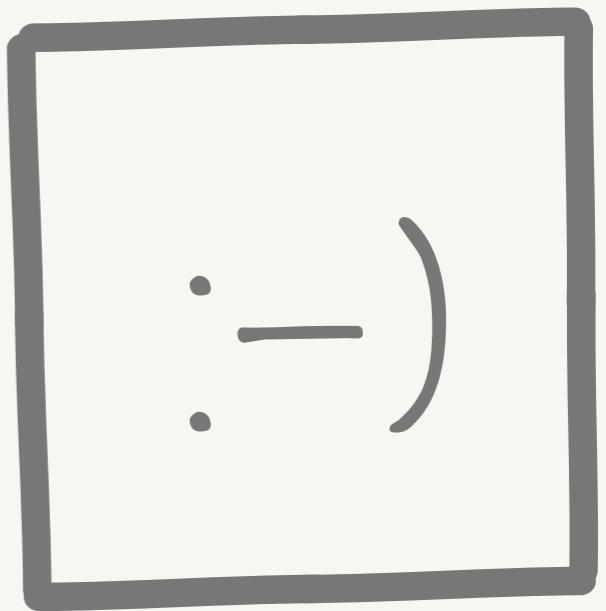
ID SCRAPER



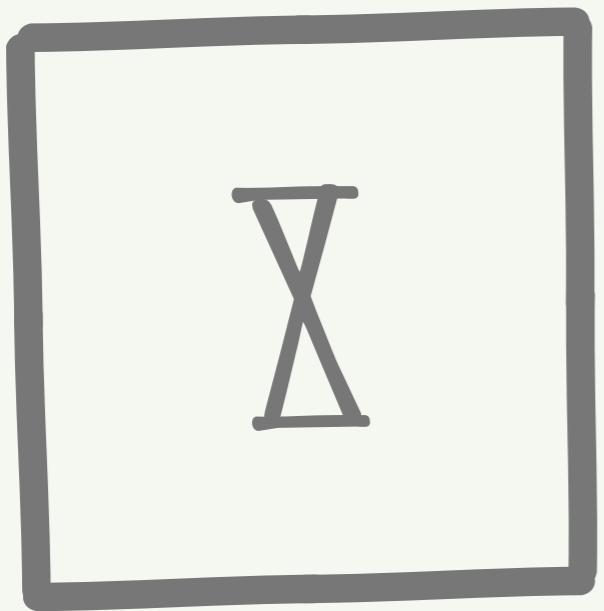
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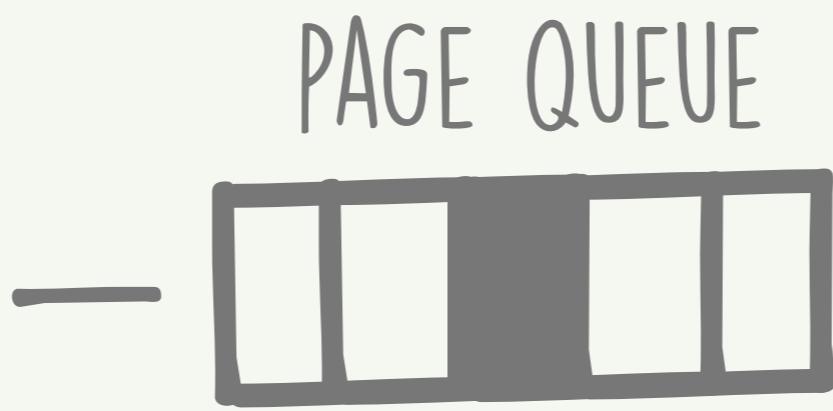
PAGE QUEUE



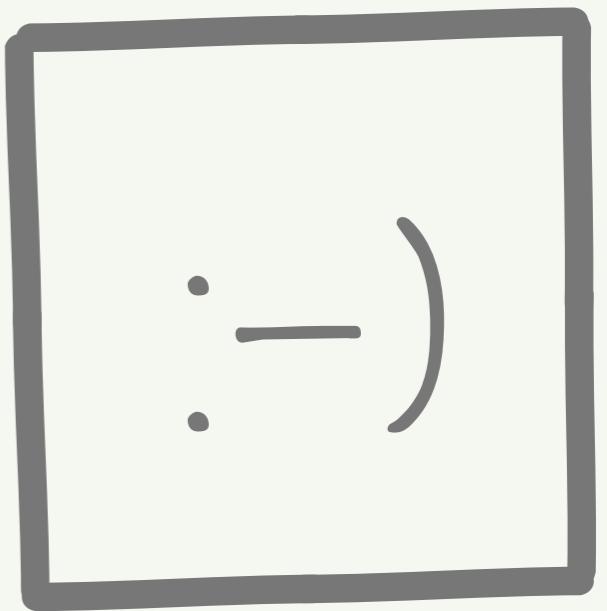
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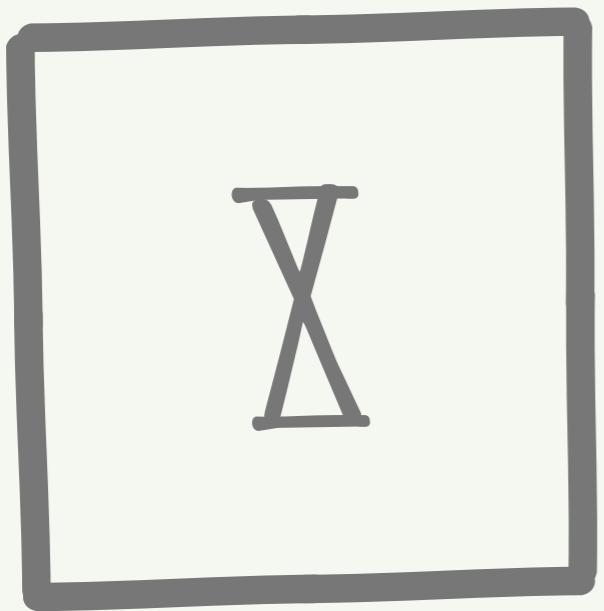
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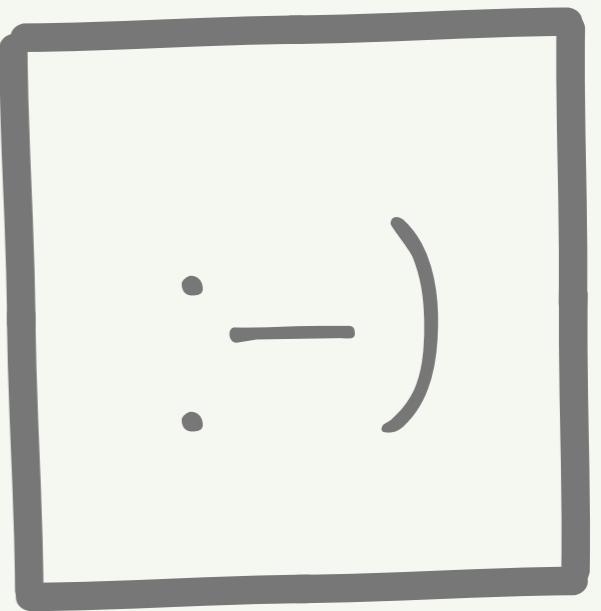
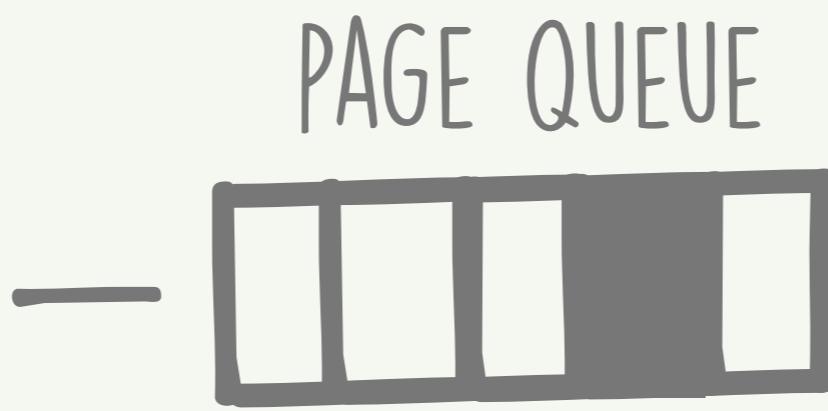
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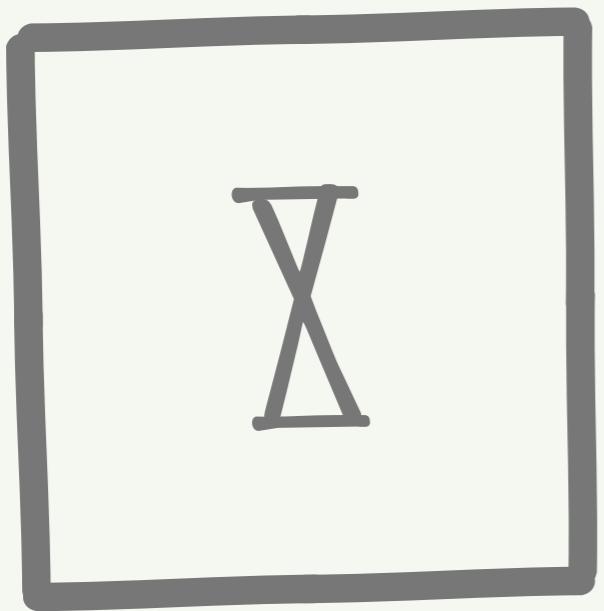
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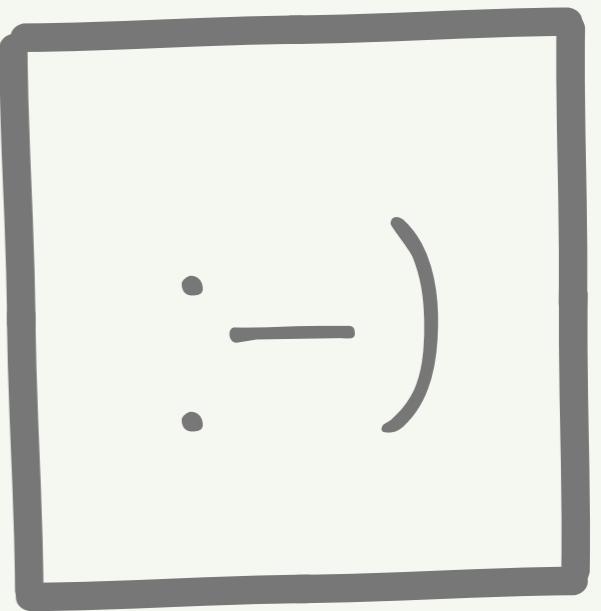
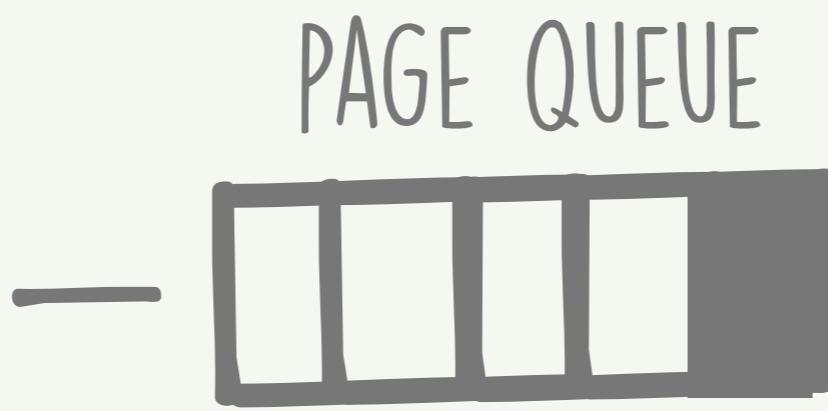
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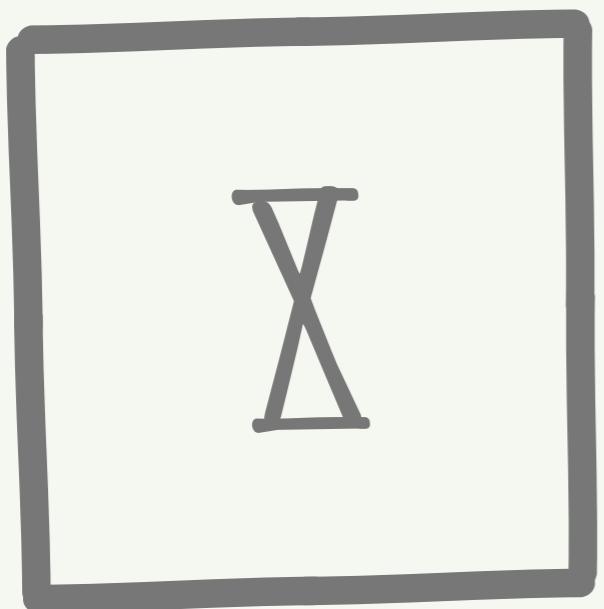
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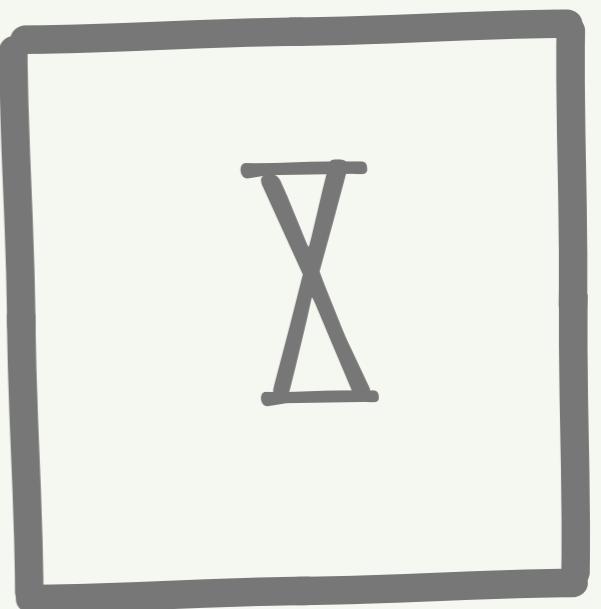
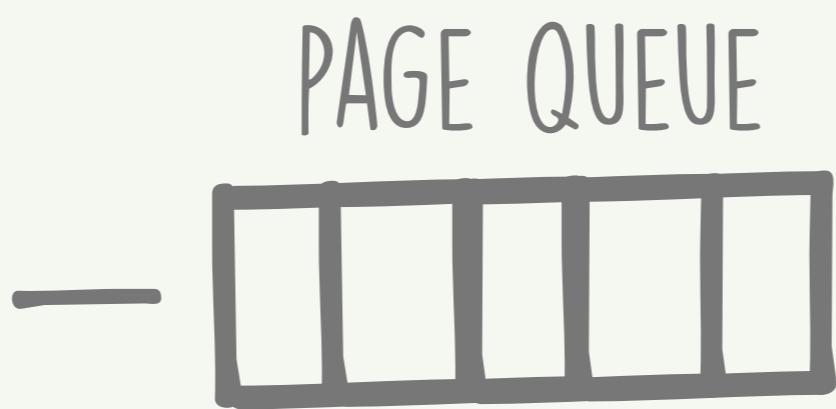
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ID SCRAPER



PAGE SCRAPER



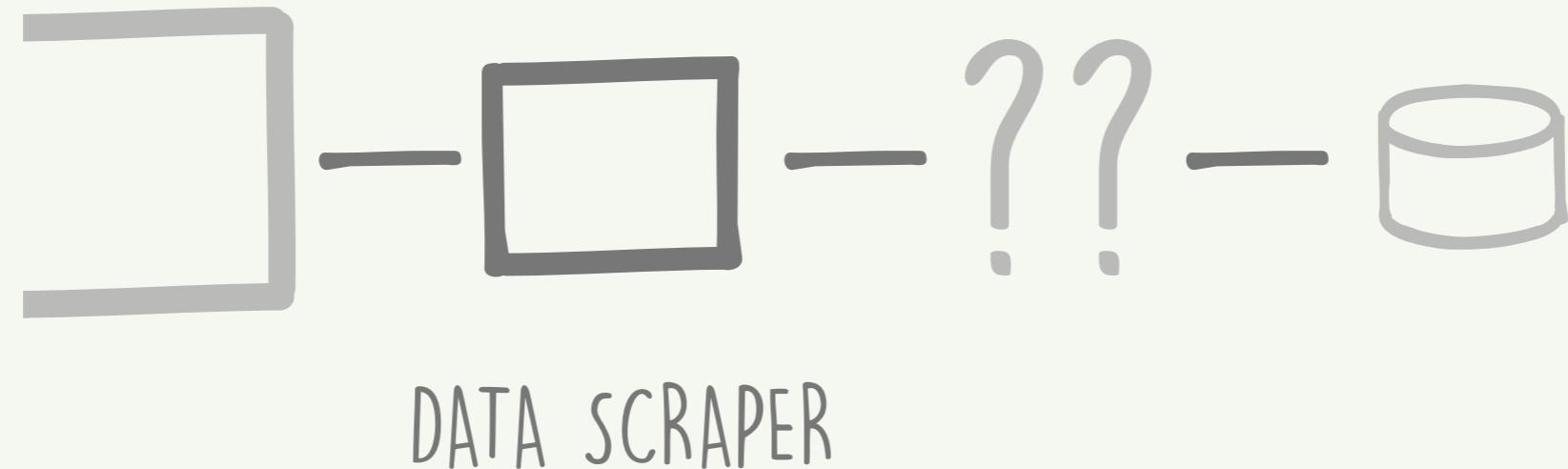
ID SCRAPER

LESSON 4: QUEUES ARE...



- GREAT FOR ISOLATION
- GREAT FOR FAULT
TOLERANCE

STAGE 2: GET THE DATA



ANATOMY OF A DATA SCRAPER



```
(WHILE-LET [ID (NEXT-ID)]  
  (DOWNLOAD-NEXT-THING ID))
```

WARNING!



PEOPLE DON'T LIKE YOU
ABUSING THEIR WEB
SERVICES

ANATOMY OF A DATA SCRAPER



```
(WHILE-LET [ID (NEXT-ID)]  
  (DOWNLOAD-NEXT-THING ID)  
  (THREAD/SLEEP 1000))
```

LESSON 5: BAD THINGS...



... HAPPEN TO BAD PEOPLE

TREAT OTHER SYSTEMS WITH RESPECT

ANATOMY OF A DATA SCRAPER



```
(WHILE-LET [ID (NEXT-ID)]  
  (DOWNLOAD-NEXT-THING ID)  
  (THREAD/SLEEP 1000))
```

CIRCUIT BREAKERS

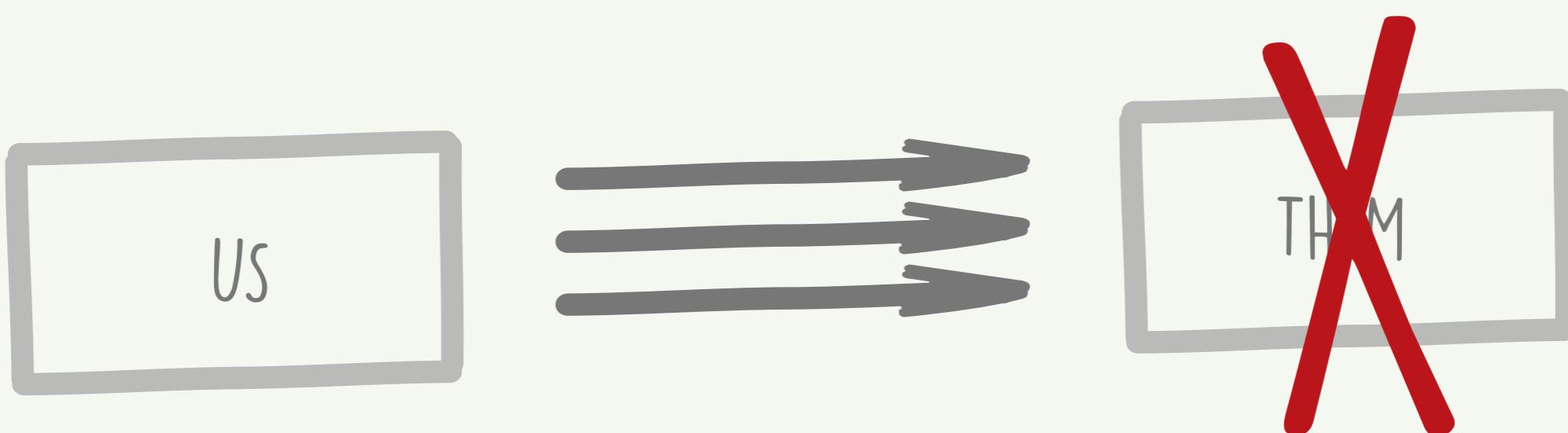


US

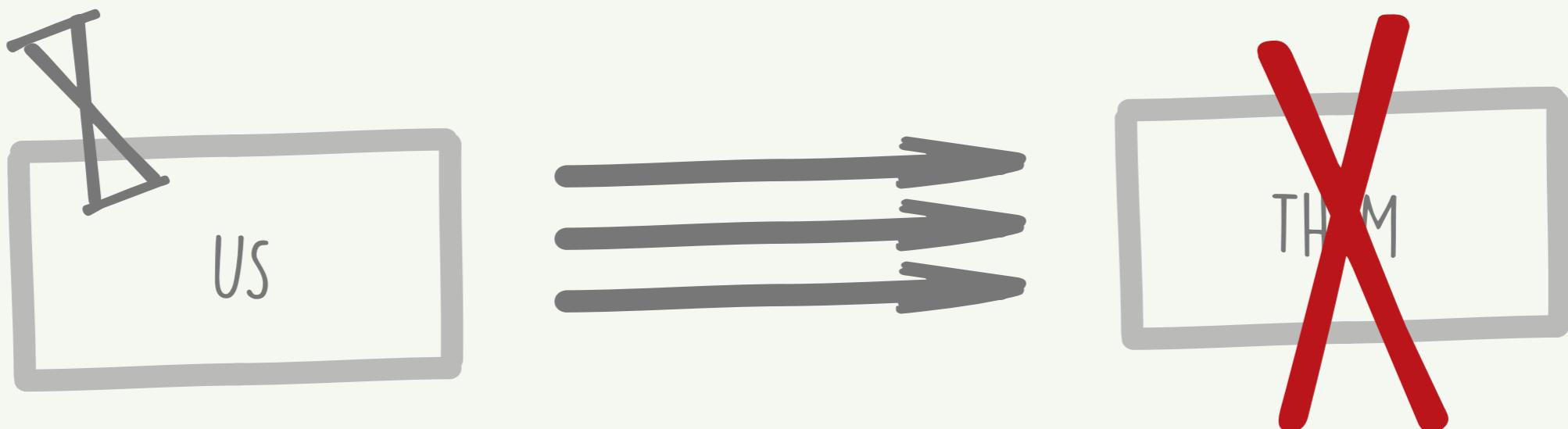


THEM

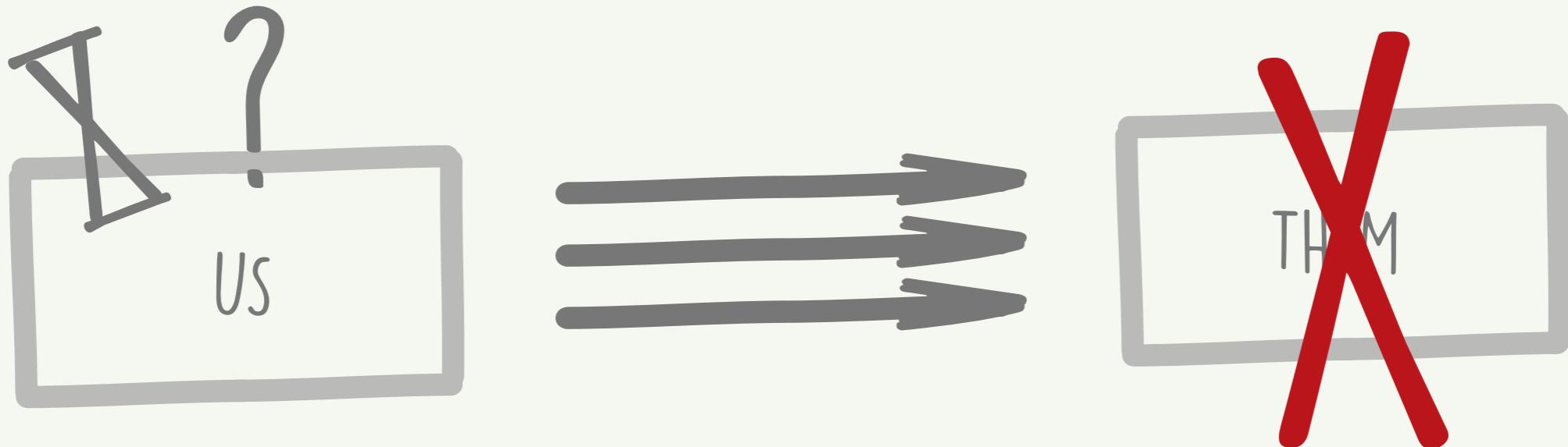
CIRCUIT BREAKERS



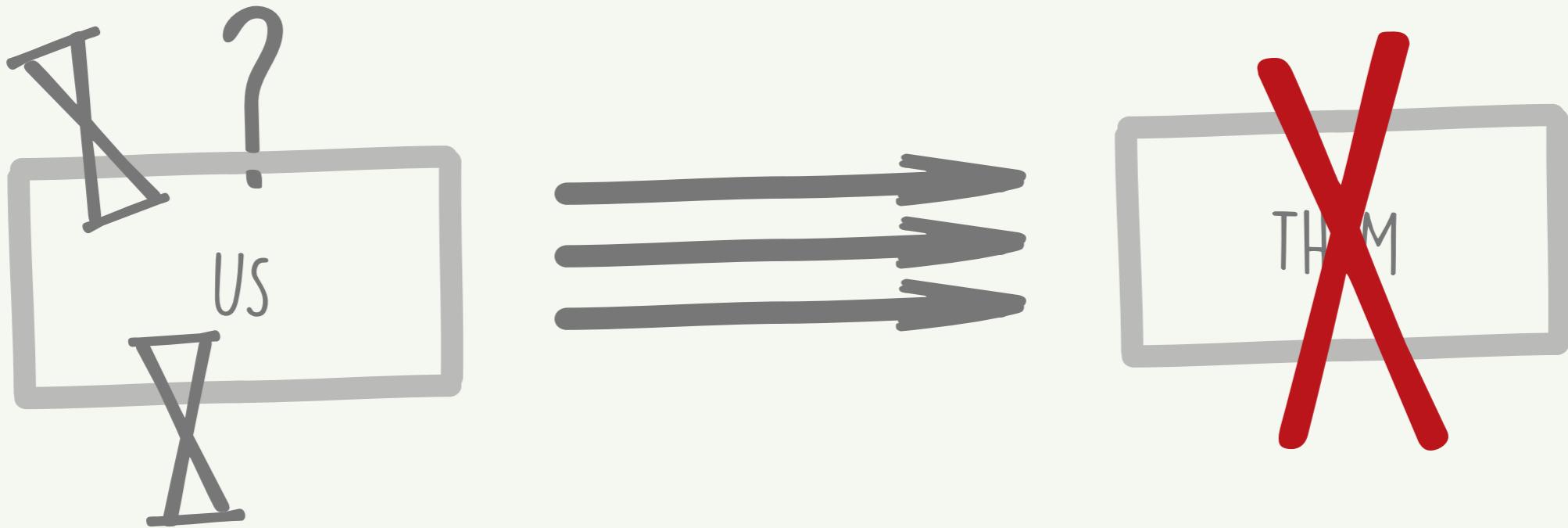
CIRCUIT BREAKERS



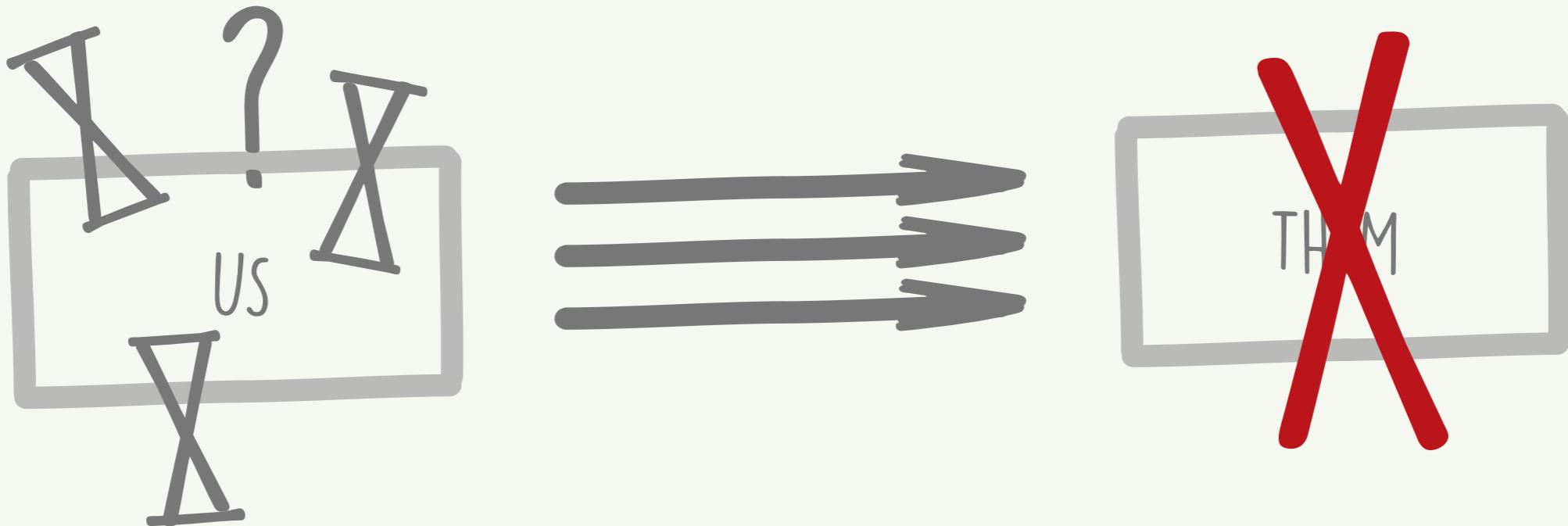
CIRCUIT BREAKERS



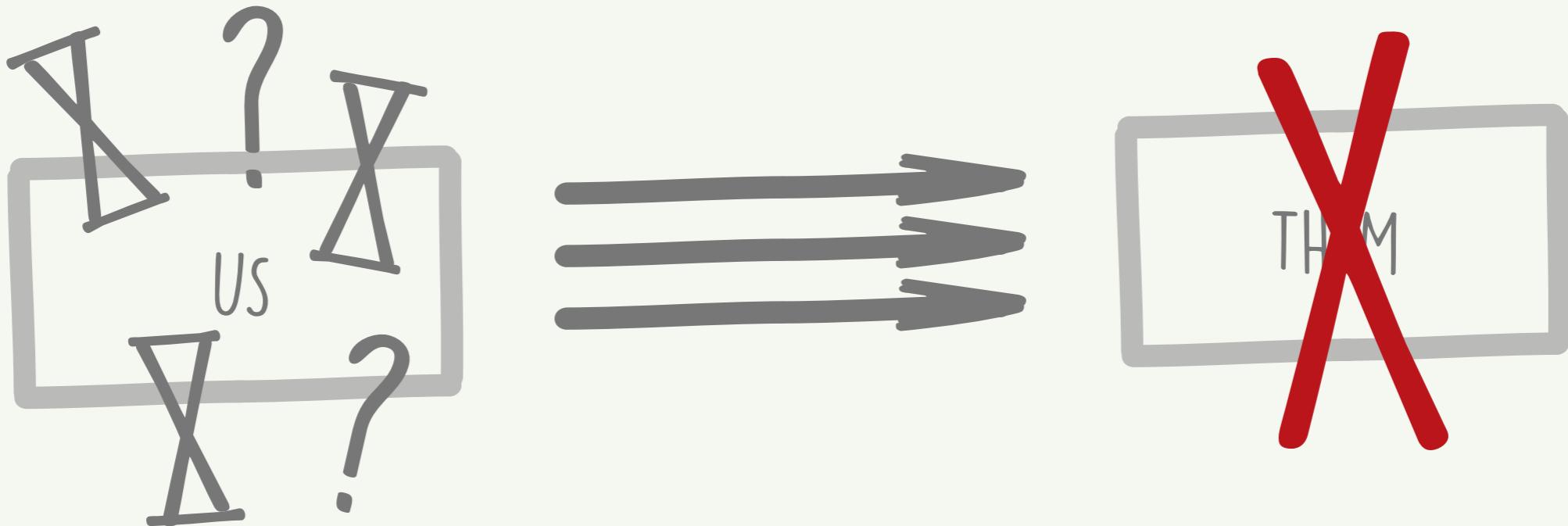
CIRCUIT BREAKERS



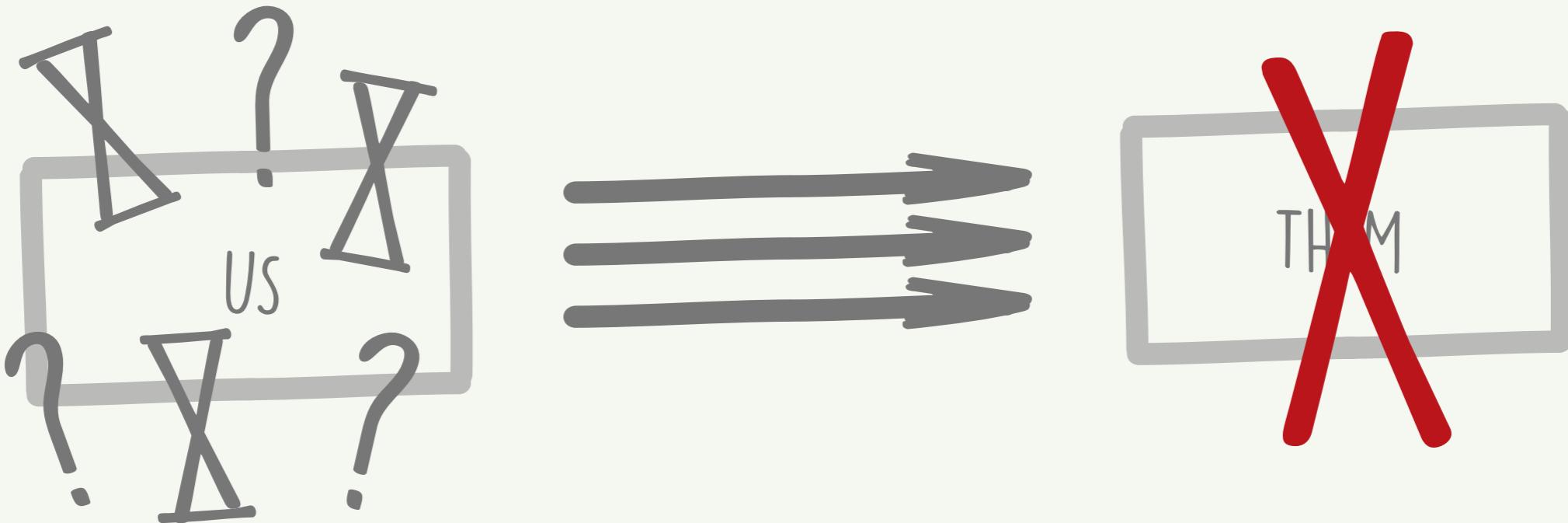
CIRCUIT BREAKERS



CIRCUIT BREAKERS



CIRCUIT BREAKERS



CIRCUIT BREAKERS



OPEN

YAY

CLOSED

HAPPY

HALF OPEN

SUCCESS

CIRCUIT BREAKERS



OHNO!

OPEN

ZUT ALORES

WTF?

CLOSED

HALF OPEN

CIRCUIT BREAKERS



OPEN

GOOD TO GO?

CLOSED

HALF OPEN

YOU OK PAL?

IS IT SAFE?

CIRCUIT BREAKERS



OHNO!

OPEN

ZUT ALORES

WTF?

CLOSED

HALF OPEN

CIRCUIT BREAKERS



OPEN

YAY

CLOSED

HAPPY

HALF OPEN

SUCCESS

ANATOMY OF A DATA SCRAPER



(WHILE-LET [ID (NEXT-ID)]

(WITH-CIRCUIT-BREAKER

DOWNLOAD-CIRCUIT-BREAKER

(FN [] (DOWNLOAD-THING ID)))

(THREAD/SLEEP 1000))

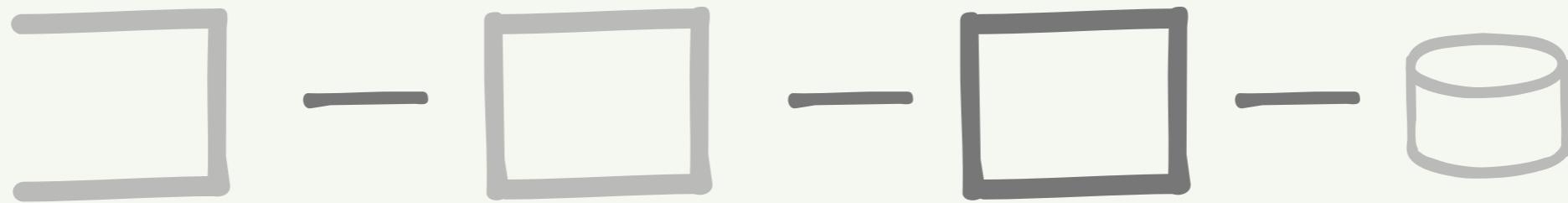
LESSON 6: BAD THINGS...



... HAPPEN TO GOOD PEOPLE

BE PREPARED TO BE UNPREPARED

STAGE 3: MAP THE DATA



DATA MAPPER

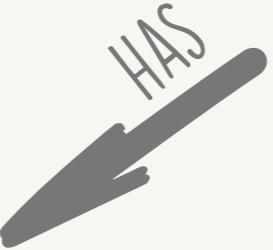
TECHNOLOGY DECISION



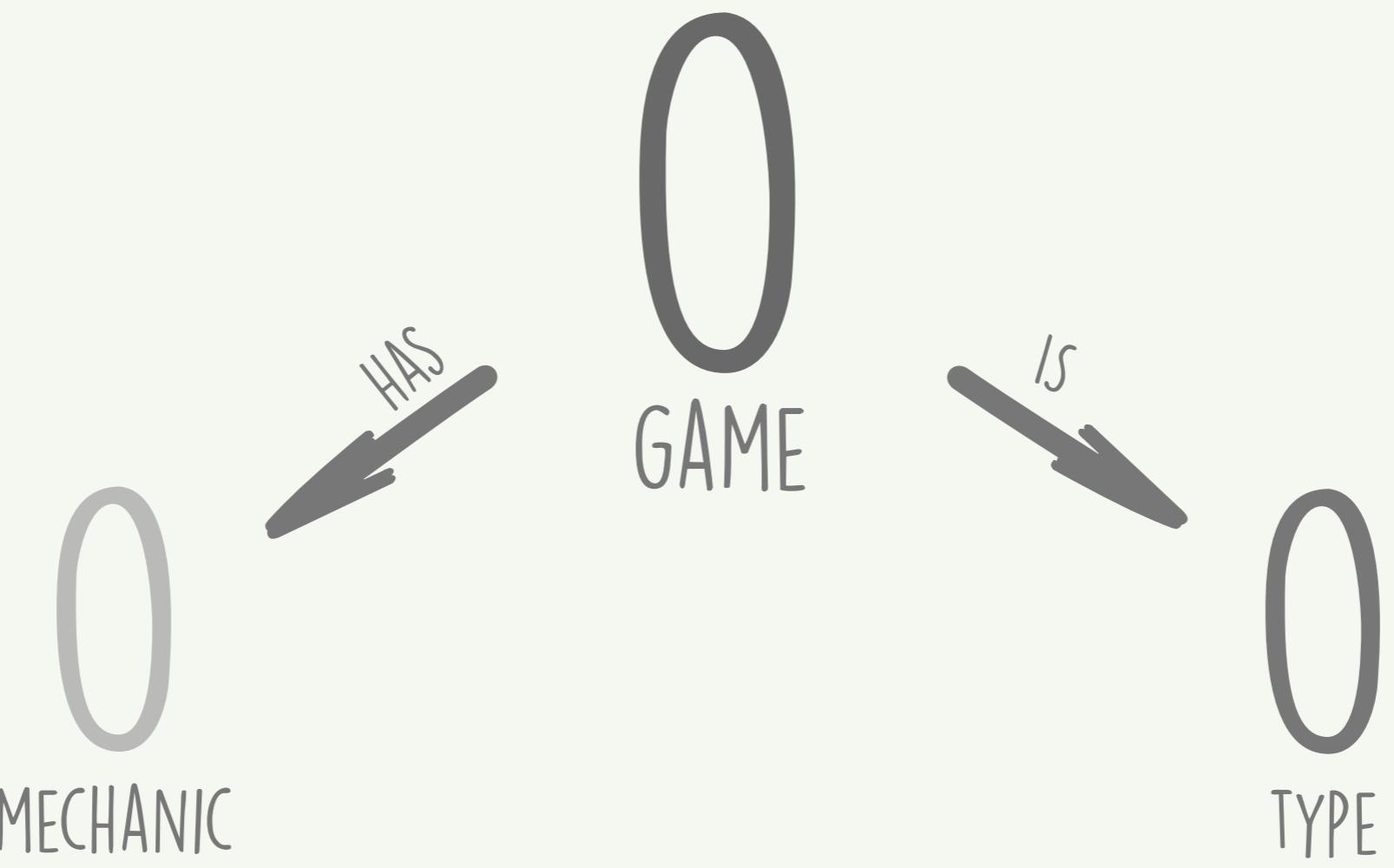
HOW DO WE WANT TO
STORE THIS STUFF?

0
GAME

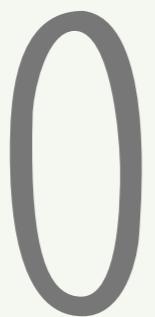
MECHANIC



GAME



DESIGNER



DESIGNED

HAS



MECHANIC

GAME

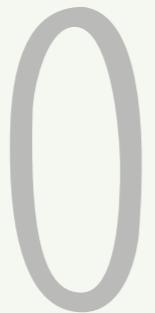


IS



TYPE

DESIGNER



DESIGNED



PUBLISHER



PUBLISHED



GAME



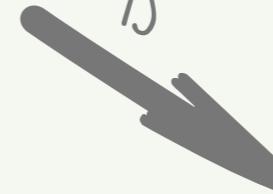
HAS

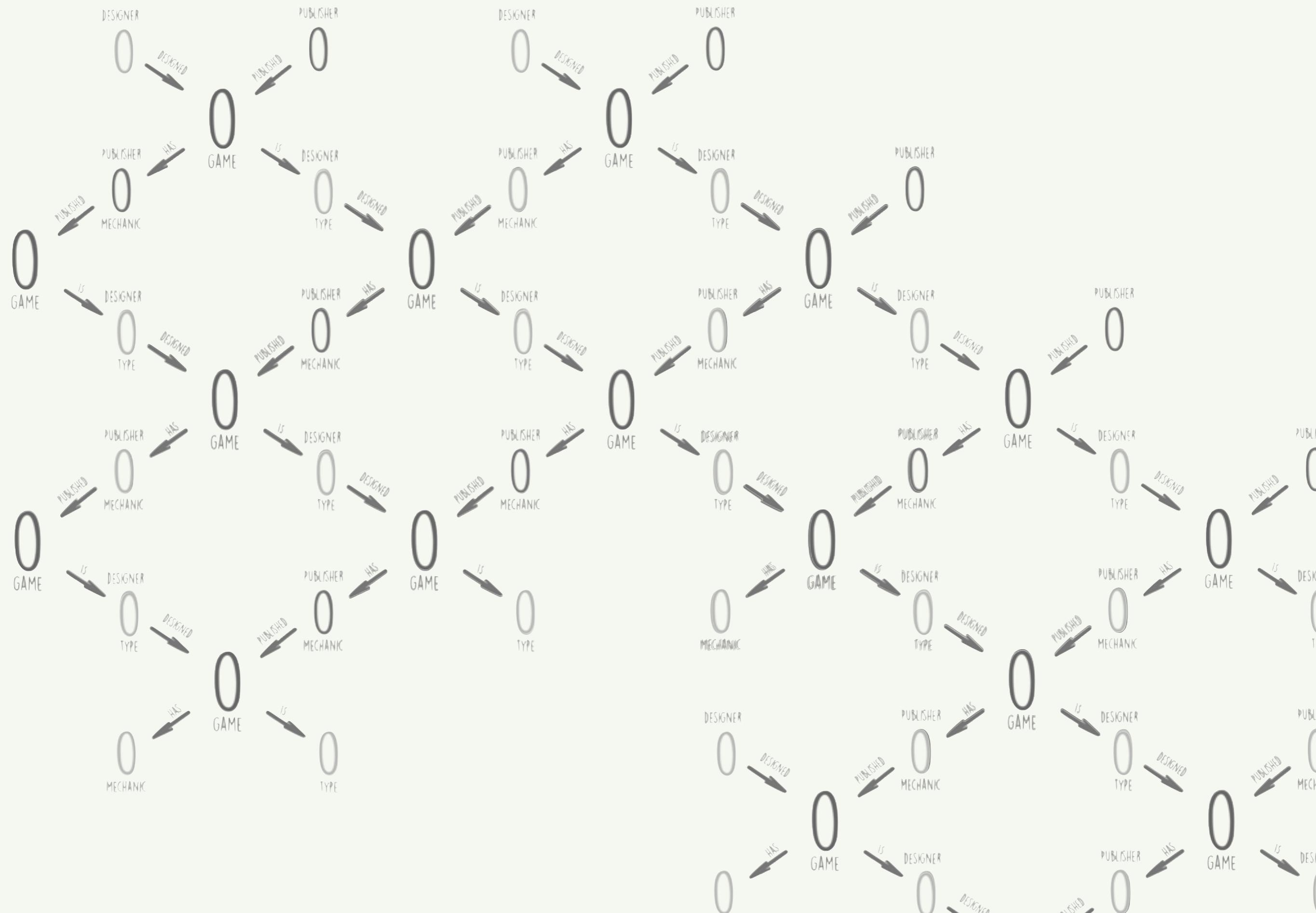


MECHANIC

TYPE

IS



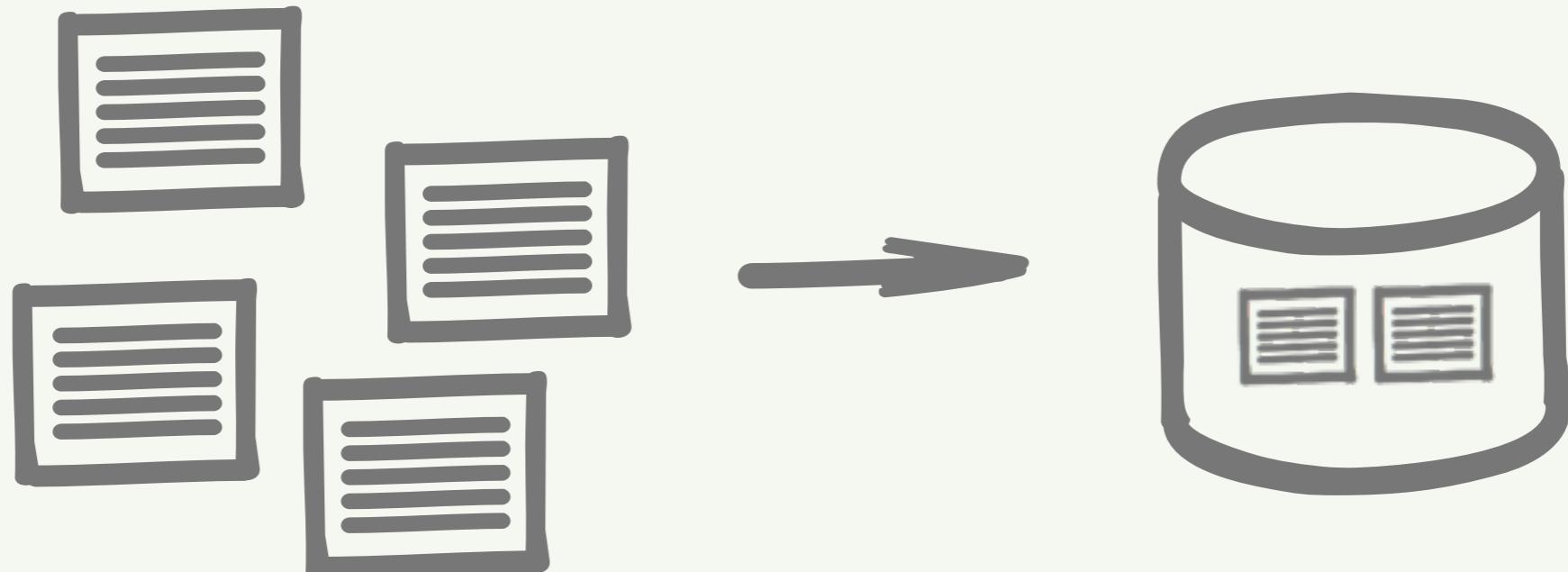


LESSON 7: GRAPHS ARE...



- EVERYWHERE
- A GOOD WAY TO
MODEL RELATIONSHIPS

BUT WAIT, THERE'S MORE...



XML

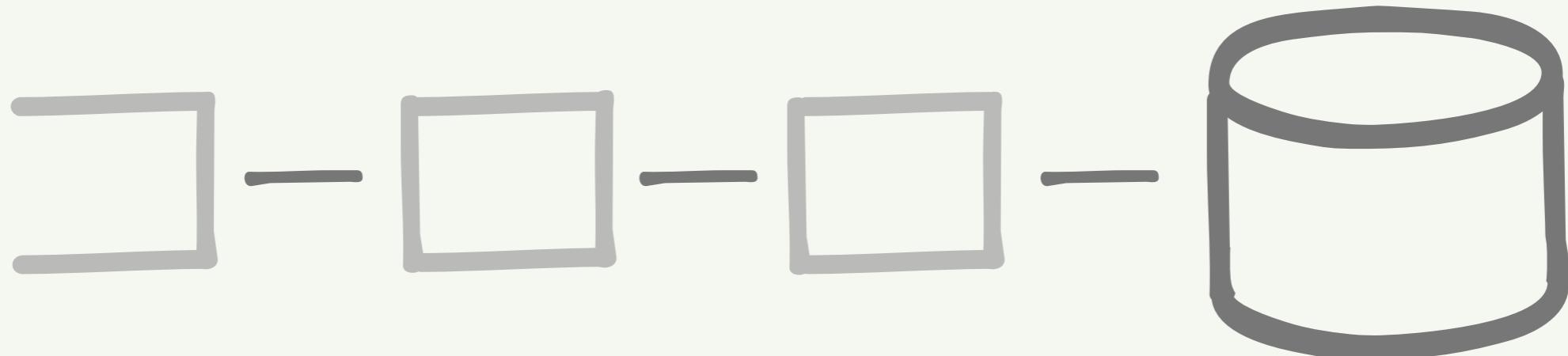
DATA STORE

LESSON 8: DATA STORES...



- ARE NUMEROUS
- DIFFICULT TO CHOOSE

STAGE 4: QUERY THE DATA



NEO4J / CYpher



```
MATCH (D:DESIGNER)-[:DESIGNED]→(B:BOARDGAME)
WHERE D.NAME = "RALPH"
RETURN B.NAME
LIMIT 10
```



Neo4j 2.2.3

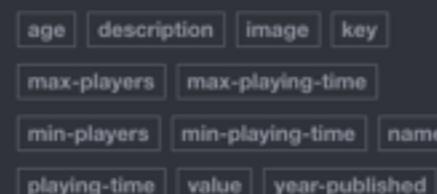
Node labels



Relationship types



Property keys



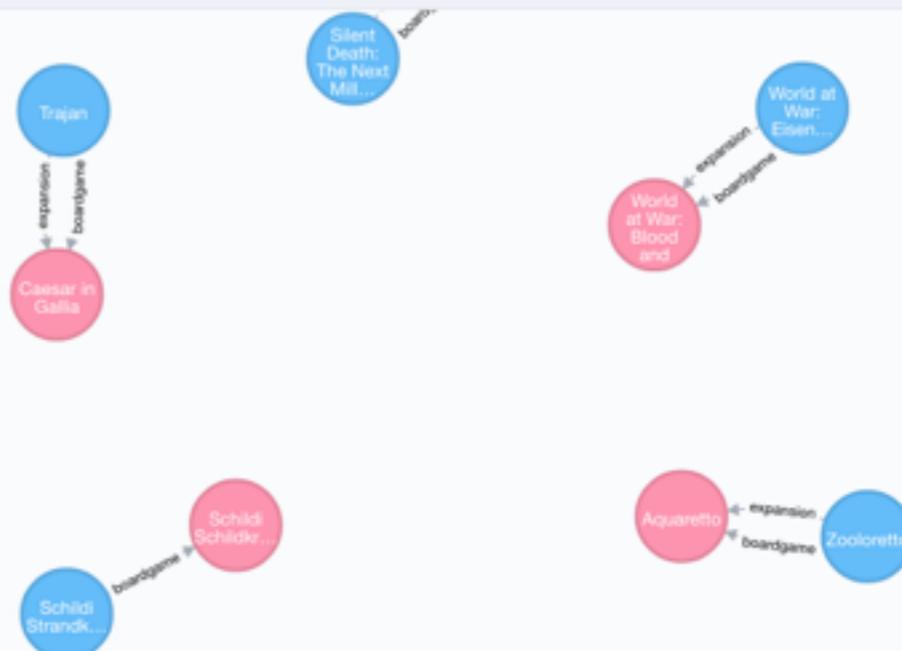
Database

Location: /opt/data/graph
Size: 259.88 MiB

```
S MATCH ()-[r:boardgame]->() RETURN r LIMIT 2
```

*(12) boardgame(6) expansion(6)

Graph *(11) boardgame(6) expansion(5)



```
5 MATCH (n:honor) RETURN n LIMIT 2
```

26 boardgame(1) honor(25)

Graph honor(17)



BASEX / XQUERY



```
FOR $BOARDGAME IN DB.OPEN('BG')/GAMES/GAME  
WHERE $BOARDGAME/PUBLISHER = 'BEARDMAN'  
ORDER BY $BOARDGAME/NAME  
RETURN $BOARDGAME/NAME
```

file* [xml] - BaseX 8.6.4

31,558 Results

Find Find...

Editor

```
1 let $boardgames-db := db:open('xml')
2 let $boardgames := $boardgames-db/boardgames/boardgame
3 let $names := for $boardgame in $boardgames
4           return $boardgame/name[@primary="true"]
5 return $names/text()
6
```

OK 5 : 21

Result

Total Time: 300.8 ms

Query Info

Compiling:

- pre-evaluating db:open("xml")
- atomic evaluation of (@*:primary = "true")
- inlining \$boardgames-db_0
- inlining \$boardgames_1
- atomic evaluation of (@*:primary = "true")
- inlining \$names_2
- simplifying flwor expression

Optimized Query:

```
for $boardgame_4 in (db:open-pre("xml",0), ...)/*:boardgames/*:boardgame return $boardgame_4/*:name[(@*:primary = "true")]/text()
```

Query:

```
let $boardgames-db := db:open('xml') let $boardgames := $boardgames-db/boardgames/boardgame let $names := for $boardgame in $boardgames return $boardgame/name[@primary="true"] return $names/text()
```

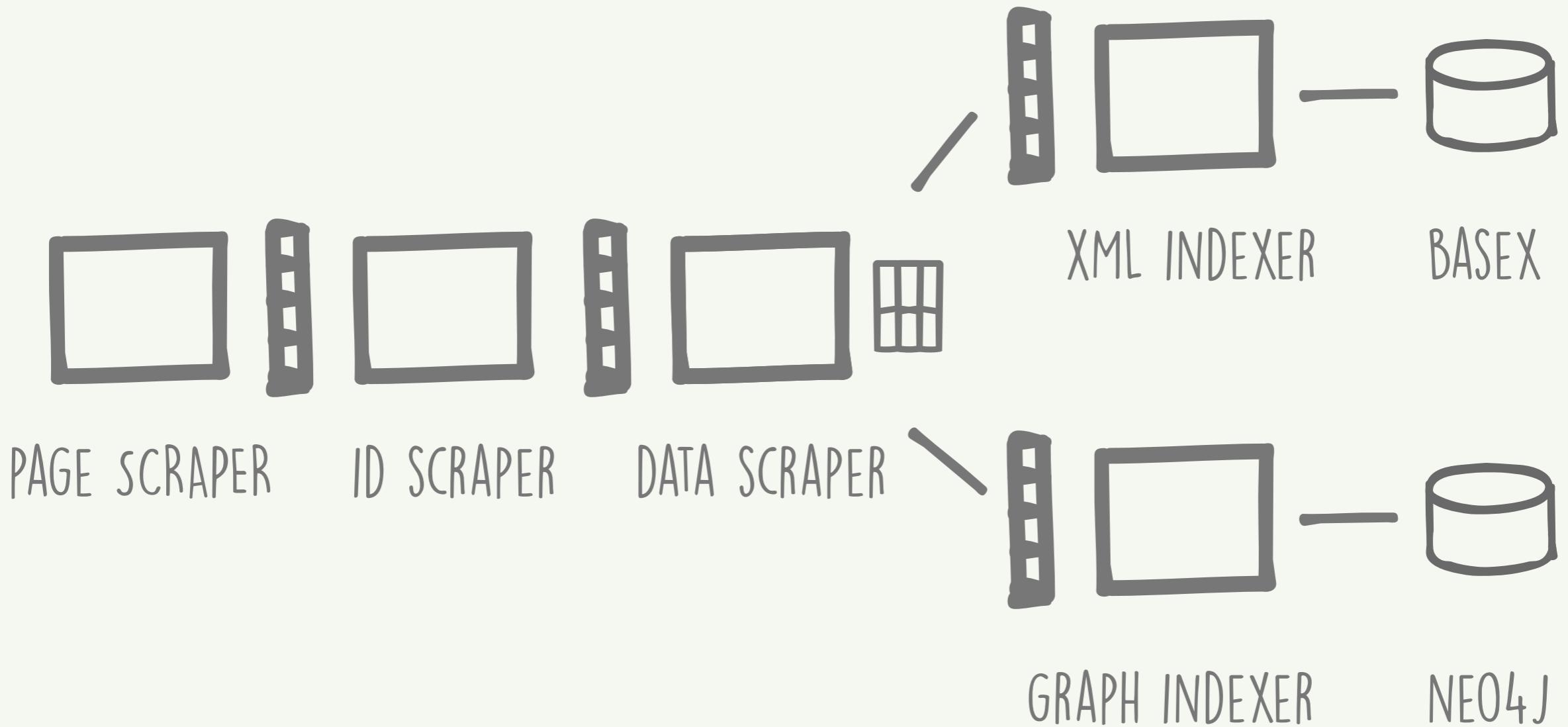
Result:

- Hit(s): 31558 Items
- Updated: 0 Items
- Printed: 581 KB
- Read Locking: xml
- Write Locking: (none)

Timing:

- Parsing: 0.24 ms
- Compiling: 0.79 ms
- Evaluating: 223.97 ms
- Printing: 75.8 ms
- Total Time: 300.8 ms

OUR DATA PIPELINE



LESSON 9: TIME IS...



...FINITE, DON'T WASTE IT
DOING TERRIBLE THINGS

THANK YOU

