This document explains how to use the files in this folder to update the edited Madden NFL ’08 Roster file (‘base.ros’) with the latest information from NFL.com, FBG.com, and the most recent Madden NFL player ratings.

The process involves several steps.

1. Get the most recent Madden NFL player ratings into a CSV file.
   1. These can usually be found online at sites like <http://maddenratings.weebly.com>. Put the original file in the folder “docs\EA ratings\originals”. Flatten the player ratings file into one sheet (if it wasn’t already), remove any stats that we are not interested in using, and save it as a CSV file named “Madden [XX] Player Ratings.csv” (where [XX] is the last two digits of the year) in the folder “docs\EA ratings\edited” . Then make a copy of *that* file, name it “Latest Madden Ratings.csv”, and move this file into the folder “\process\inputs”, overwriting the previous copy there.
2. Check that the format of the HTML on the NFL and FBG sites has not changed, then run the first script, “02\_Scrape\_NFL\_and\_FBG.py”.
3. Manually edit the file 'NFL and FBG.csv' to resolve any conflicts, including players with a position that was TBD or CONFLICT. Also add the columns for things like Face ID, Pro Bowl, Hair Style, etc.
4. Run the second script, “04\_Update\_Roster\_File.py”. Then take the output (the altered roster file “latest.ros”) and test it in Madden NFL 08 to make sure it can be read and used in setting up a franchise mode.
5. Make any refinements to the altered roster file through the MaddenAmp application.