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

The process involves the following 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 any previous copy there.
   2. The columns to keep in the file “Madden [XX] Player Ratings.csv” (if available) are:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Team | First Name | Last Name | Position | Speed |
| Acceleration | Strength | Agility | Awareness | Catching |
| Carrying | Throw Power | Throw Accuracy | Kick Power | Kick Accuracy |
| Run Block | Pass Block | Tackle | Jumping | Kick Return |
| Injury | Stamina | Toughness | Trucking | Elusiveness |
| Run Block Strength | Run Block Footwork | Pass Block Strength | Pass Block Footwork | Throw Accuracy Short |
| Throw Accuracy Mid | Throw Accuracy Deep | Throw on the Run | Height | Weight |
| Age | Years Pro | College | Total Salary | Signing Bonus |
| Handedness |  |  |  |  |

1. Run the first script, “step\_3\_scrape\_NFL\_rosters.py”. To do this:

* Open a CMD window.
* Change drive letters to the letter assigned to the USB thumb drive “Working Files”:

“E:” or “G:” or whatever.

* Change to the process folder:

“cd Gaming\madden\_08\_updater\process”

* Activate the Miniconda python (w/ Scrapy) environment:

“activate madden\_08\_updater”

* Run “python step\_3\_scrape\_NFL\_rosters.py”.

1. If the format of the HTML on the NFL and OverTheCap sites has not changed, the step 3 script should have created a file “My [year] NFL Ratings.csv” in “Gaming\madden\_08\_updater\process\outputs”. If there is no file there, or if Scrapy threw an error in the CMD window, debug until the script correctly produces the file. (In case of an error, it may simply be that the NFL has finally changed the layout of their website or the HTML within their pages.)
2. In order to get all the players that are currently on actual NFL rosters, it may be necessary to iterate over the run of step\_3\_scrape\_NFL\_rosters.py by altering code in process\scraping\settings.py to set the LOG\_LEVEL to "INFO" first, then "WARNING", and finally "ERROR" (and only if absolutely necessary, DEBUG), while choosing which new players not found in the "Latest Madden Ratings.csv" to add or skip.
3. Once the script for step 3 has created the file “NFL rosters.csv,” manually edit the file to resolve any conflicts, meaning those fields whose values are shown as TBD or CONFLICT. Also add any missing values, particularly for new players in areas like Face ID, Pro Bowl, Hair Style, etc.
4. Run the second script, “step\_5\_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.