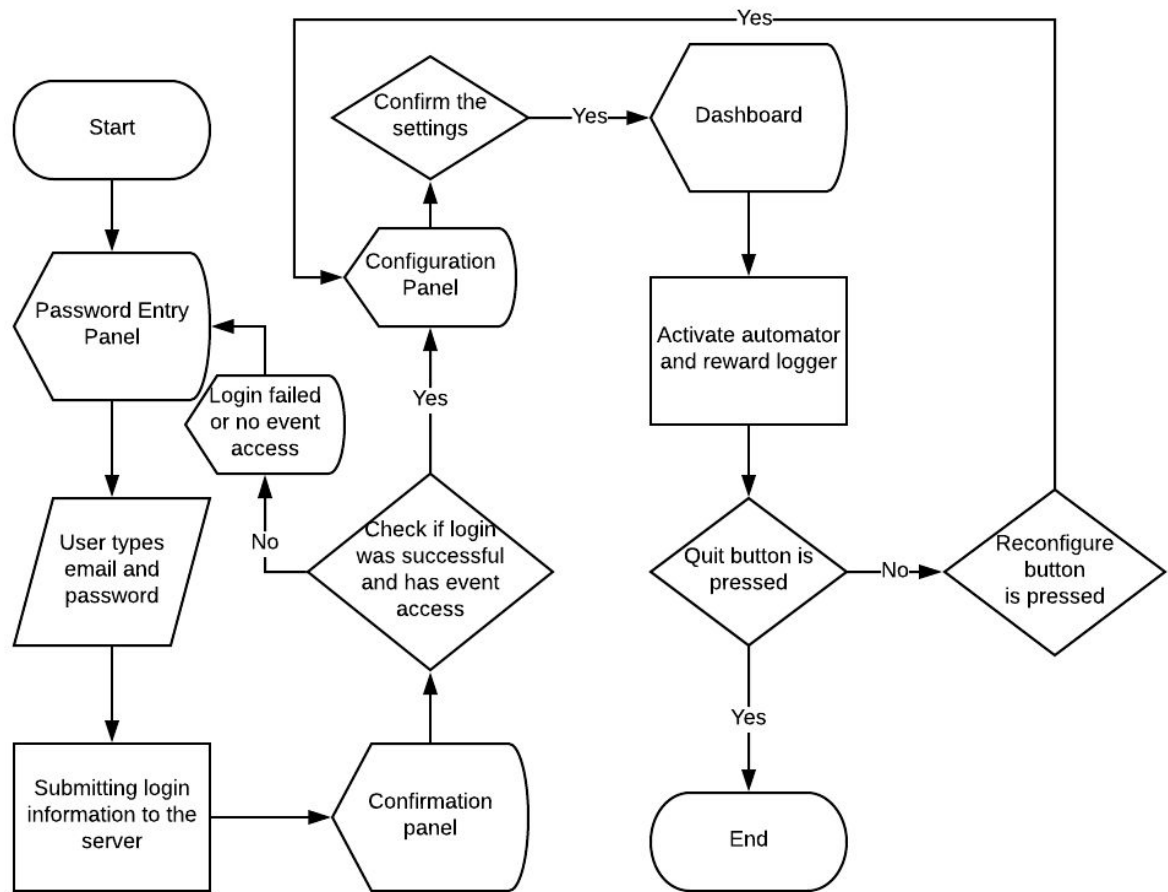


## 1. Process Flowchart



This flowchart presents the process of the program takes to run. The program is mainly divided into three parts - login, configure, run. The login part will ask the user to input the login information and then login to the game server. The configuration part allows the user to choose the mission, difficulty and whether to refill the energy automatically. The run part will start the a process for the automator and gives the choice to quit program or reconfigure.

## 2. Class design

The main app is a class inherited on tkinter.TK. The class will have a function to switch Frames being displayed on the TK framework.

Several classes will be created to present different pages. These classes are inherited from tkinter.Frame and work individually. However, Frames will be able to utilize master class' function to destroy itself and launch another Frame to achieve the goal of switching pages.

### 3. Class description

The classes that will be created are such:

main - inherited from tkinter.TK

login\_page - inherited from tkinter.Frame, to collect login information and submit to the game server

confirm\_page - inherited from tkinter.Frame, to check whether the login was successful and whether the account the user logged into has event access

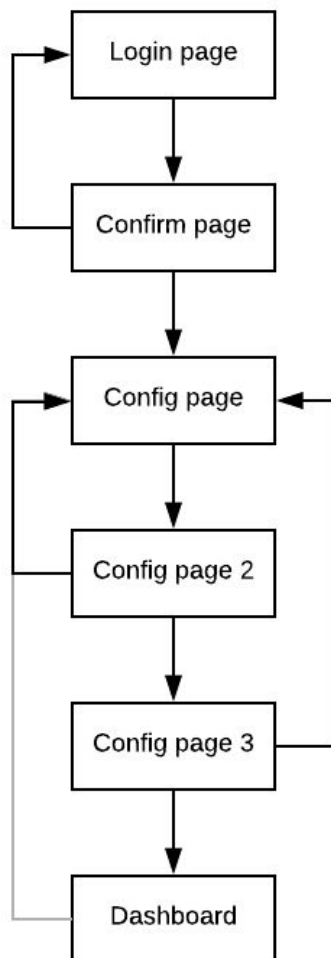
config\_page - inherited from tkinter.Frame, to let the user choose the mission

config2\_page - inherited from tkinter.Frame, to let the user choose the difficulty

config3\_page - inherited from tkinter.Frame, to let the user choose whether refill the energy automatically

Dashboard - inherited from tkinter.Frame, to run the mission automation thread and reward logger

### 4. Panel and Top-down design (GUI)



K.I.W.I. Mission Automator

## K.I.W.I. Mission Automator

Please login to your Warface account (my.com based)

Email or mobile phone number:

Password:

Password entry panel

K.I.W.I. Mission Automator

You are logged in as marchRPL.

Confirmation panel

K.I.W.I. Mission Automator

### Please choose the mission

<input type="radio"/> North	<input type="radio"/> Bear	<input type="radio"/> Water	<input type="radio"/> Rift
<input type="radio"/> Sword	<input type="radio"/> Meat	<input type="radio"/> Hammer	<input type="radio"/> Bite
<input type="radio"/> Wheel	<input type="radio"/> 1986	<input type="radio"/> School	<input type="radio"/> Death
<input type="radio"/> Krakatoa	<input type="radio"/> Fogo	<input type="radio"/> Taupo	<input type="radio"/> Ararat
<input type="radio"/> Sphinx	<input type="radio"/> Amun	<input type="radio"/> Cobra	<input type="radio"/> Oasis

Config page 1

K.I.W.I. Mission Automator

### Mission: Hammer

### Please choose the mission level

☐ 1 star ☐ 2 stars ☐ 3 stars

Config page 2

K.I.W.I. Mission Automator

Mission: Hammer

Level: 1

Do you want to refill energy automatically  
with Battle Points when it's insufficient?

☐ Yes

☐ No

Reconfigure

Start

Config page 3

K.I.W.I. Mission Automator

Dashboard

Status: active

Hammer, 1 star

Rewards:

Halloween 2017 FN Five-seveN (1 h.): 1

Katana Nuclear (1 h.): 1

M1911A1 Nuclear (1 h.): 1

PKP Pecheneg Nuclear (1 h.): 3

Reconfigure

Stop

Dashboard

Word counts: 277