**Wanted to give you guys an update on the clan battles program I've been working on! When the next CB season was announced last week, I started pushing to get an initial version my clan battles web app up and running. I'm tentatively calling it the WoWs Clan Command Center (CCC)...open to suggestions on the name!**

**Even though our clan was were very organized last season, I think we can agree...things got pretty messy. Multi-tabbed google docs everywhere, random pinned posts in discord, the Discord strat channel, WoWstactik pages, and lots of tedious data entry. My vision for this app is to pull it all together into one place to make it easier for admirals, more streamlined for players, and perhaps most importantly, improve the data we gather on each clan battle season in an attempt to statistically define the meta (along with other aspects of our performance for the season). And to automate as much of this as possible!**

**I spent the weekend scaffolding the project and working on the backend. So far, here's what it does:**

1) Allows users to login to the site using their WG credentials. This makes it seamless to pull information about the player from the API (mainly, the player's clan and their ships). No more relying on players to update the google docs.

2) The web app pulls information directly from WG's API about the game. Mainly, the encyclopedia of ships, ship upgrades, commander's skills, and a listing of all 57,345 clans world-wide (which is necessary to support cross-server clan battles). All of this is stored to the CCC database, and would be run by the CCC web server a couple times each day.

3) Read, parse, and store clan battles information for the last 50 alpha and bravo games played. Unfortnately, this is not publically supported by WG's API...so it's going to take users an extra step to pull this information into the CCC database (mainly, users will need to log into WG's website in a seperate browser tab before clicking a button to update CB results on the CCC). But the website will be able to pull the json data over once the user logs in to WG's servers.

**Now that I have an initial backend implemented, I will be working on putting together the front-end over the next week. My goals, in rough order of importance:**

1) Display clan battle season information in a dashboard so that admirals (or anyone looking at it) can gain insight on the season's trends. Examples...are most teams running single or double DD lineups? How are their WR with each? Which ships in particular are being used, week over week? What are our WR on certain maps? How are individual player WRs/battle counts trending? I'll work with Torino and likely use his spreadsheet from last season as a starting point for this. Again, the goal is to get rid of the google docs we used last season and automate everything. And to take it a step further...I plan to open the CCC up to leaders from a few other allied clans for this season, and then the community in general after the season (once we've thuroughly tested the CCC and worked out the kinks). The more clans that use the app, the more data we collect, and the broader the insights!

2) Provide an area for clan leaders to create preferred ship and captain builds for the season. This will help eliminate the pinned screenshots in discord, and will help further define the meta (down to how clans are coinfiguring each ship and captain).

3) Automatically track player wins in each different league. Another spreadsheet gone!

4) I have no desire to re-invent the WoWstatik wheel, but I think it'd be useful to provide a central area to link specific WoWstatik rooms so that players automatically know where to go when they hop in a voice channel for clan battles. Fewer pinned posts in Discord.

**Other features I'd like to implement, which will come after I launch the first version:**

1) A calendar/scheduling area for clan battle sessions....players log into the CCC to indicate their availability for each night/time block of clan battles. (I'll try to launch CCC with this feature, but it'll depend how progress goes with the rest of the front-end and the other non-WoWs projects I'm working on).

2) The team-building app I created back in November. You select which players are available and your ship comp, and it takes an algorithmic-approach to selecting the statistically "best" team...think Moneyball. I think this would be fun tool to implement, even if it's not terribly useful for our clan...I'm sure some more casual clans would like to just click a button and save themselves a half-hour of trying to sort it out over voice!

**I know this is overkill for what clan battles is, but on a personal level... I'm switching careers into software/web development and have been studying web development full-time since October. I see this as a portfolio project...something I enjoy coding that will also help me professionally down the road (if you are curious, the tech stack I'm using is: HTML/CSS Bootstrap, Python/Django for backend, JavaScript/Vue.js for frontend, and maybe some SQL for database management).**

**That's about it for now...let me know what you think, I would definitely like your ideas and feedback (and help testing!) as things progress. Thanks for reading this novel, if you made it this far!**

**-manbear67**