

Maintenance Document

Update Courses/Majors

In order to update the courses and majors represented in the game, you must do 3 things:

1. Update the assets: First you must navigate to the assets folder. There will be a folder called **CourseCard** and a folder called **MajorCard** where the course cards and major cards are located respectfully. There, you can either add or remove desired cards.

Note: if you are adding a card, you must create it first. The card dimensions are 750 x 1050. Furthermore, you should name the course card asset after the course they represent (i.e., [subject] [course number]). This is so the code can link the card to the data it represents.

2. Add the data: Navigate to the **Course Card Content** document. Inside the document, you will see it formatted like this:

Major

XXX 123 [Class Name] [Link to additional information]

You can then add a major and/or course. Just follow this format, which will be important for the next step.

3. Update the data: Navigate to the directory that contains the program called **process.py** using a terminal. You must then run the program by typing in this line and hitting enter:

```
process.py > majors.json
```

With this, you will automatically update/overwrite the file containing all the card data with the new data provided by the updated **Course Card Content** document.