DC7 Statistics Manager

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Description

-A web application designed to organize the statistics for an individual player's nation in the LEGO-based geo-political and military roleplaying game Divide & Conquer 7 on Flickr

-Enables a player to easily update their national statistics and order the production of new military units by automatically making all necessary calculations and displaying the results in an organized fashion

-Allows the player to create and add new types of military units to their roster to be able to be produced

Features

- Form that allows players to fill out fields and automatically calculate and display statistical information
- Page for ordering the weekly production of new military units
- Page for creating and adding new military units to be able to be ordered for production

Planning - User Stories

- Games are difficult to manage for a player due to bookkeeping involved, very time consuming to do manually
- Games are difficult to run from an administrator's standpoint due to the need to enforce rules and even audit players' statistics
- Heavy usage of numbers and stats due to increasing complexity of rules slows down gameplay and shortens lifespan of games
- Would be fantastic if there was an automated system to make everyone's lives easier and games more fun to play

Planning - Database

- Primary table "Nation" for player's nation, encapsulates all other objects and data, primary key holder
- Tables for Cities, Territories, Resources, and Units that all tie in to Nation table; Many-to-One relationships

Technology Stack

- Java
- Spring Boot, MVC
- Thymeleaf
- MySQL, MAMP & PHPMyAdmin
- JPA, etc.

Demo

What I Learned

- How to properly start a project from scratch, with all the correct dependencies and preparations
- Many of the ins-and-outs of IntelliJ and how to fix numerous problems with the IDE
- How to implement specific methods in an MVC program
- How to do more things with HTML and templates

What's Next

- More functionality on the different features, more details, better organization, including timing
- Sprucing things up with some CSS
- Ability to manage an entire game's worth of Nations, with admin privileges
- Larger website to serve as a new platform with forums for discussion, chat rooms, and places to share photos of military creations
- Ability to automatically update the world map every week based on players' claims, and thus also automatically update player's statistics