# =============================Player.py================================

# General Documentation

"""Module that contains player class.

See function docstring for description.

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# Additional Documentation

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# Modification History:

# - May 2019: Original by Tyler Larican, Connor Shabro, Antong Chen, and Rayden Smith.

# University of Washington.

#

# Notes:

# - Written for Python 2.

# - See comments throughoutt for more information on created functions.

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# --------------------------- Module General Import and Declarations -------------------------

# import non-built-in packages and modules required.

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# --------------------------------------- Class: Player -----------------------------------------------

"""Create and manage Player variables and attributes

Variables:

skill: Temp variable to quantify skill of player

mmr: Current MMR of player

rankUpMatch: if the player is on a match that would rank them up

rankDownMatch: if the player is on a match that would rank them down

has\_played: if the player has already played a game

amountOfGamesPlayed: the number of matches the player has played

lp: The amount of lp a player currently has

is\_online: Checks if the player is online and playing

rank: The rank of the player

rankDivision: The division of the players rank

"""

def \_\_init\_\_(self, mmr\_default=1500):

"""Variables:

self.skill = Player’s random skill level

self.mmr = Default mmr for each player to start with

self.rankUpMatch = Player rank up. Starts false because

Player hasn’t played a match.

self.rankDownMatch = Player rank down. Starts false because

Player hasn’t played a match.

self.has\_played = False

self.amountOfGamesPlayed = 0

self.lp = 0

self.is\_online = True

self.rank = 9

self.rankDivision = 1

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