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

# General Documentation

"""Module that contains player class.

See function docstring for description.

"""

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# Additional Documentation

#

# Modification History:

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

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#

# 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.

#

#

# --------------------------------------- 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

"""

# -------------------------------------- Function: rankUp ------------------------------------

def rankUp(self):

"""

Allows the player to rank up and assigns rank based on mmr

Variables:

bucket = To the bucket/rank the player should fall into

Method Arguments:

\* self: Instance of the class. Allows access to attributes and methods

within the Player class.

"""