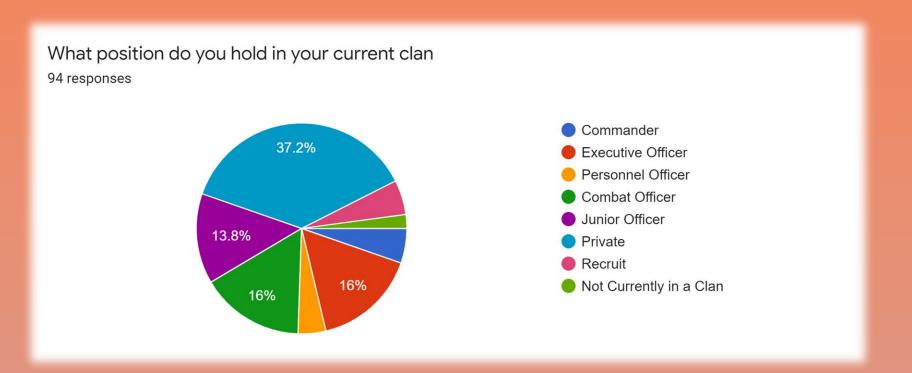
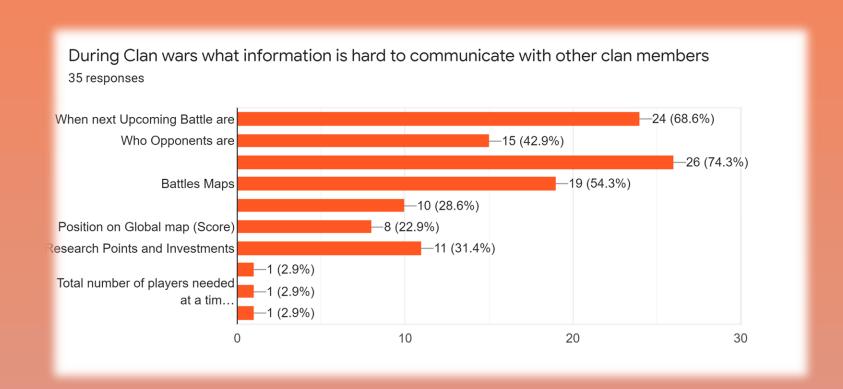
IMPROVE GAMING TEAM ORGANIZATION VIA COORDINATION TECHNIQUES AND AUTOMATED COMMUNICATION



Survey

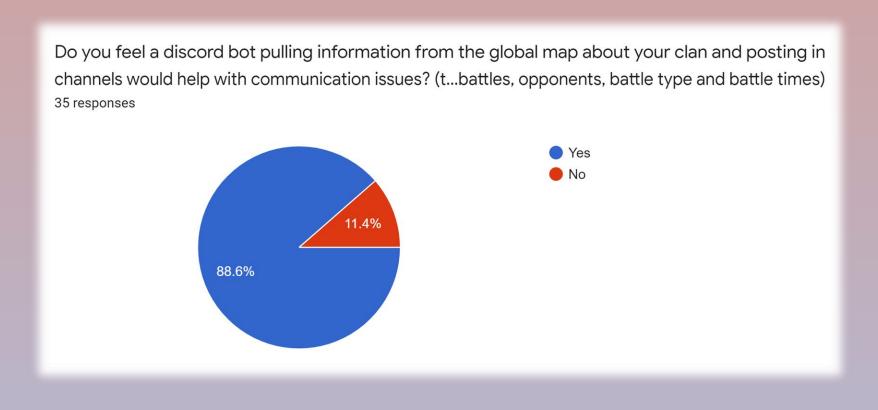
The survey aimed to gather information on how community players felt about the perceived problem. It was distributed within the community through the discord platform.



Results

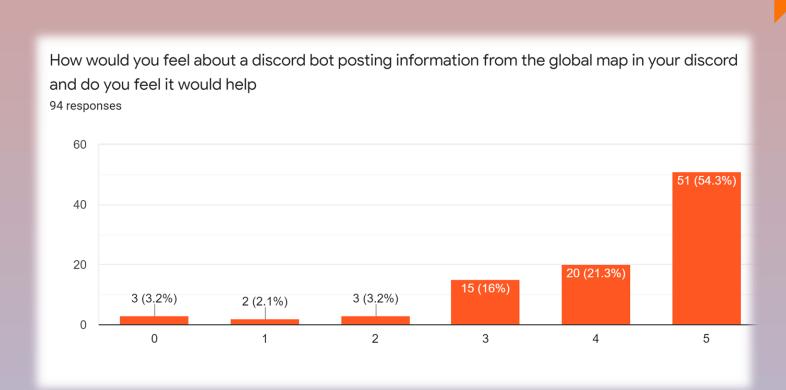
Results indicated that players that were part of organization were struggling with communication within the community and needed a way to give players easy access

Progress



Problem

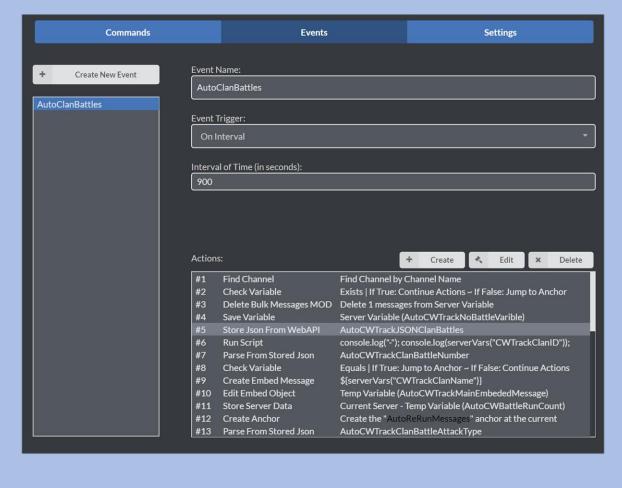
The problem consisted of communication difficulties occurring between officers and diverse, multi-lingual groups, as players found information difficult to access and navigate



Proposed Approach

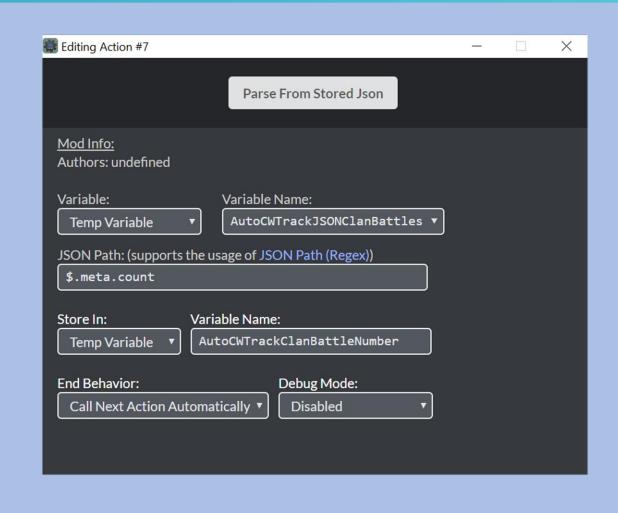
The proposed approach was to use an Automated Discord bot to automatically post the information from all sources into an easy to access text channel within Discord

Progress



Development Process

- Discord is a VoIP and Instant Messaging
 Software Used By Gaming Communities
- The GUI used for Development is DiscordBotMaker which uses the Discord.js Language Base
- Discord.js is a Node.js plugin that is based of JavaScript to Access the Discord API



Gaming API

- Discords API allows access to server's channel to allow automated bots to complete tasks such as posting messages or moderation
- Wargaming's API allows request of data from the game's server to be used in other sources or programs.

Progress



Finn Radloff