

# Introduction to Software Engineering

## Software Design

*The student team is required to complete the **Design Document** for the assigned course project, following the attached template.*

Software Engineering Department  
Faculty of Information and Technology  
University of Science



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# Software Design

## Objectives

This document focus on the following topics:

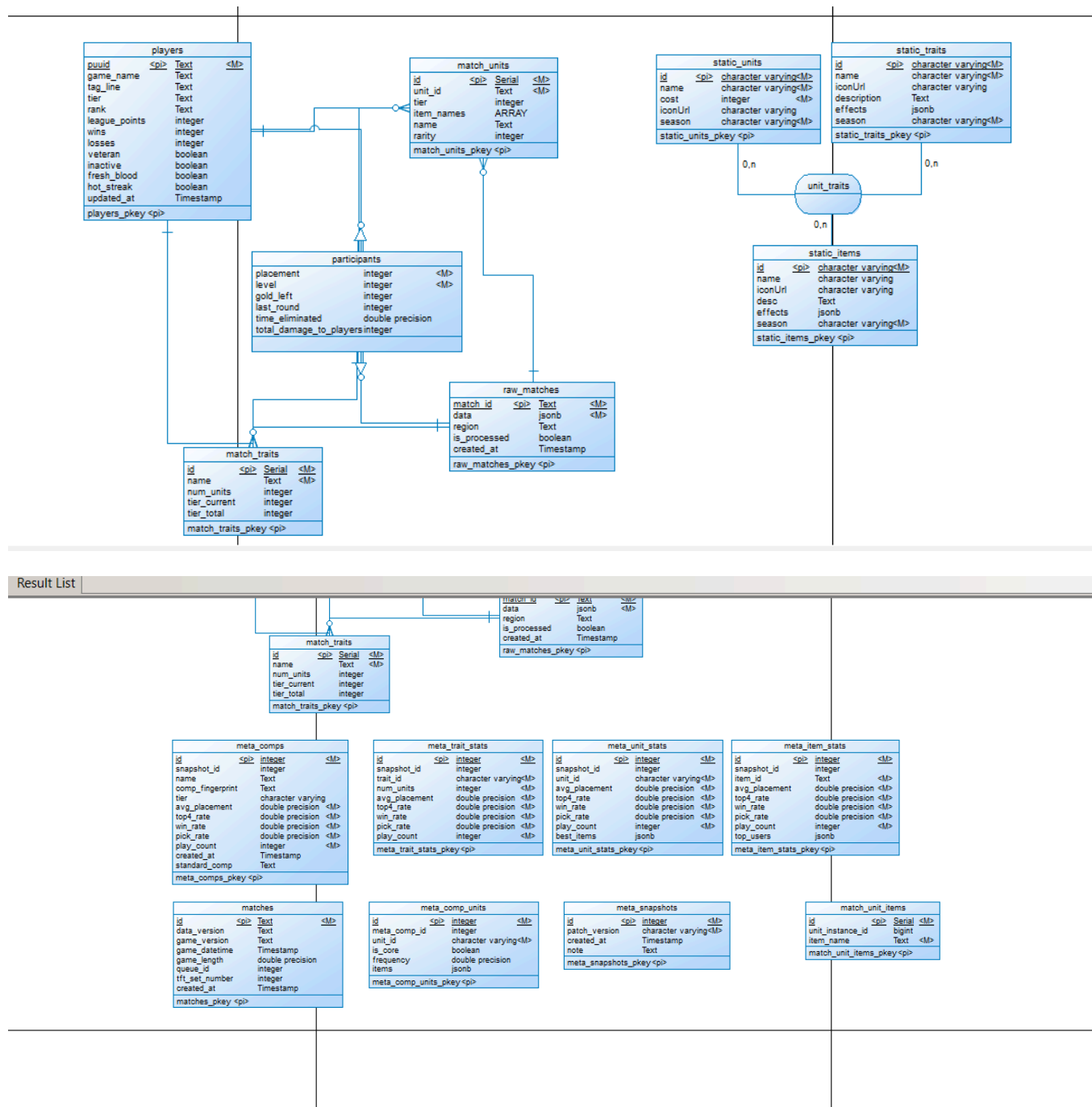
- ✓ Complete the Software Design Document with the following contents:
  - Conceptual Model
  - Architectural Design
  - Data Design
  - User Interface Design
- ✓ Understanding the Software Design Document.

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# 1 Member Contribution Assessment

ID	Name	Contribution (%)	Signature
23127006	Trần Nguyễn Khải Luân	20%	
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23127179	Nguyễn Bảo Duy	20%	
23127189	Trần Trọng Hiếu	20%	

# 2 Conceptual Model

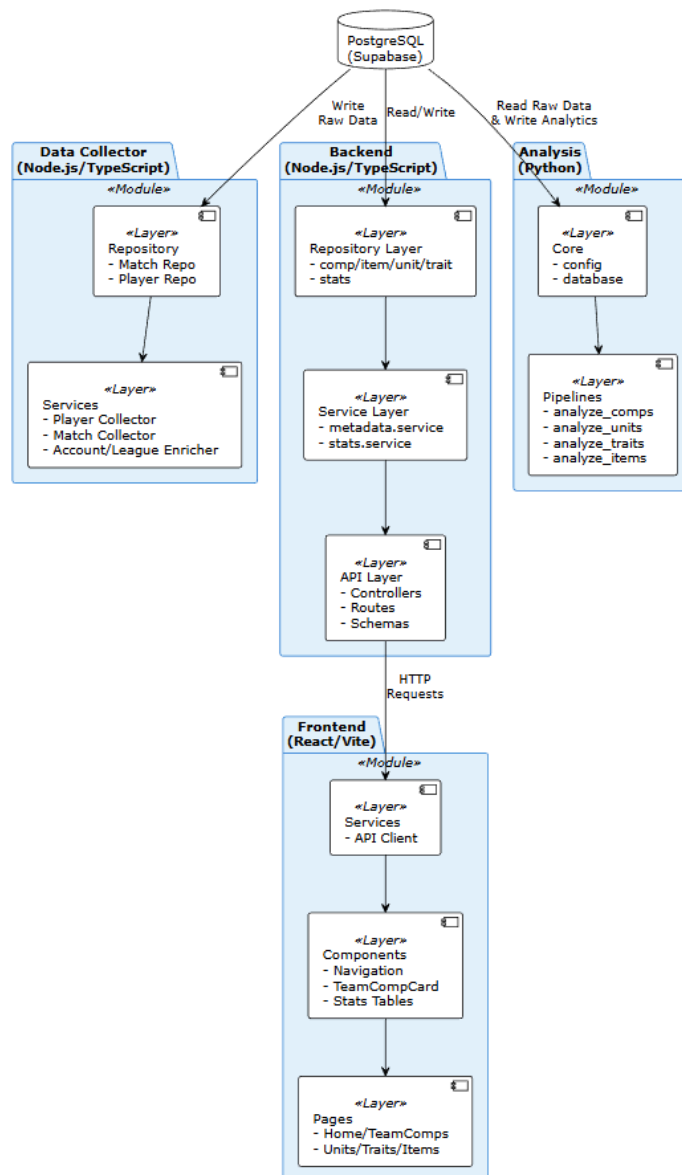


# 3 Architectural Design

## 3.1 Architecture Diagram

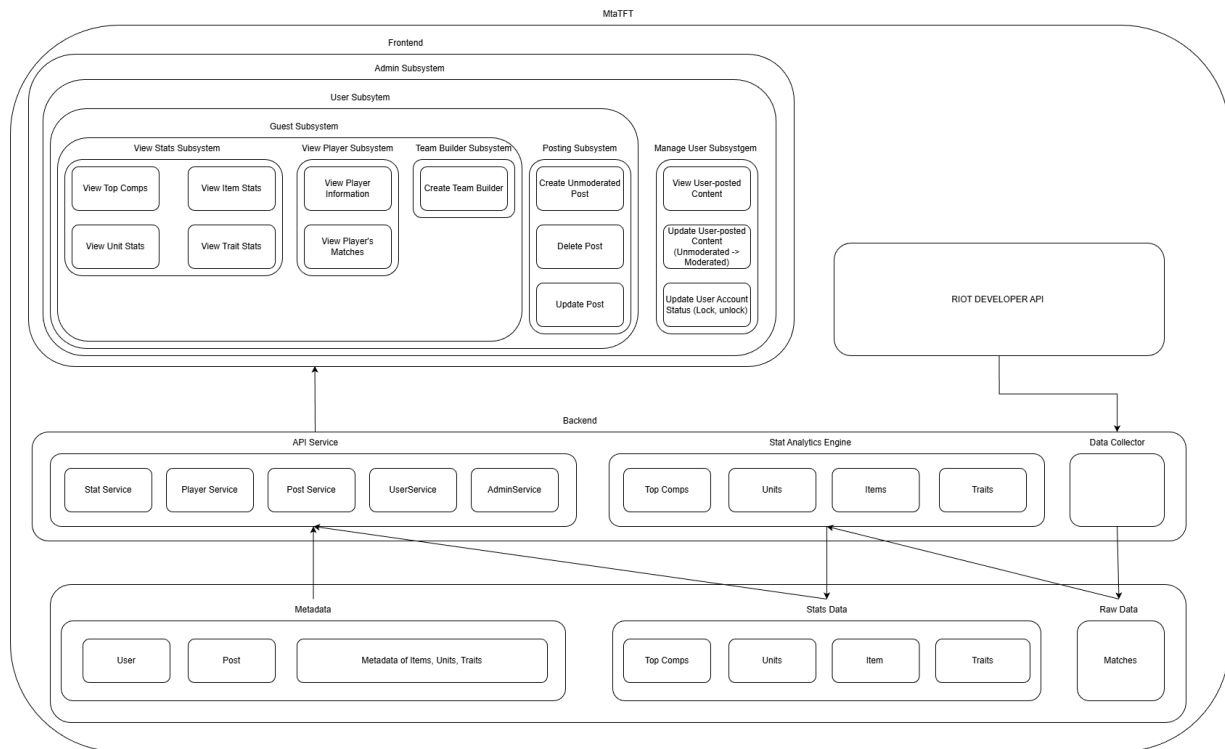
### 3.1.1 System Decomposition Tree

Link Diagram

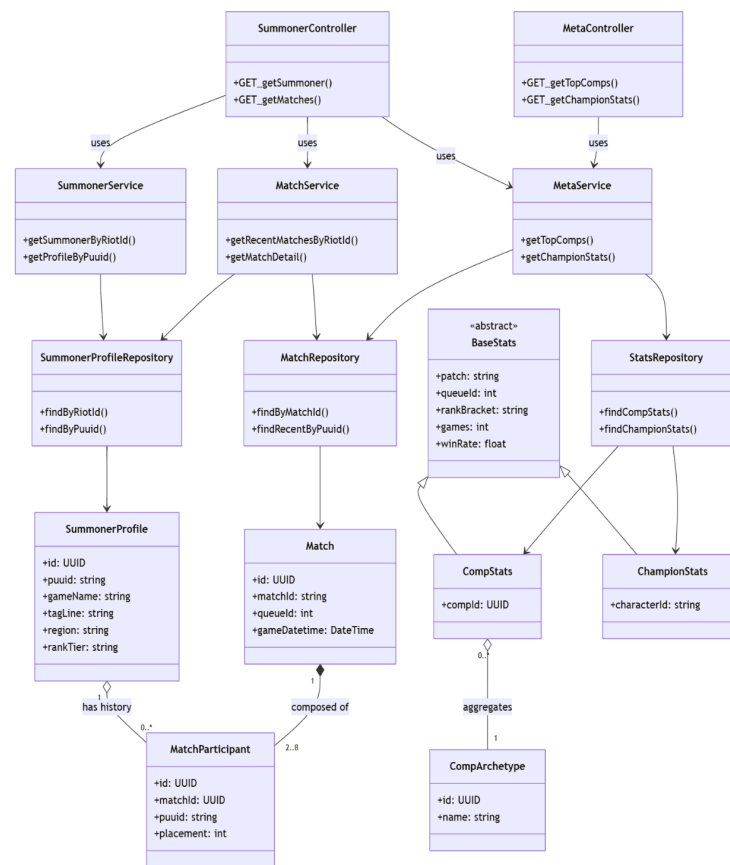


### 3.1.2 System Architectural Diagram

#### Link Diagram



## 3.2 Class Diagram





## 3.3 Class Specifications

This section details the specifications for the most critical classes in the system, based on the Layered Architecture (Controller - Service - Repository) depicted in the Class Diagram.

### 3.3.1 Class: SummonerProfile

**Description:** An entity class that stores the profile information of a player (Summoner). It serves as the central object for linking match history and personal statistics.

**Properties:**

Seq	Property	Modifier	Constraint	Description
1	id	private	PK, UUID	The unique internal identifier of the profile.
2	puuid	private	Unique, String	Player Universally Unique ID provided by Riot Games.
3	gameName	private	String	The in-game name of the player (Riot ID name).
4	tagLine	private	String	The tag identifier associated with the name (e.g., #NA1).
5	region	private	String	The server region (e.g., VN, KR, NA).
6	rankTier	private	String	The current rank tier of the player (e.g., Diamond, Master).

### 3.3.2 Class: Match

**Description:** An entity class representing a specific match. It contains general match information and is composed of multiple MatchParticipant objects.

**Properties:**

Seq	Property	Modifier	Constraint	Description
1	id	private	PK, UUID	The unique internal identifier of the match.
2	matchId	private	Unique, String	The match ID provided by Riot API (e.g., VN2_12345678).
3	queueId	private	Integer	The game mode queue identifier (Ranked, Hyper Roll, etc.).
4	gameDatetime	private	DateTime	The timestamp when the match occurred.
5	participants	private	Composition (1..8)	A list of MatchParticipant objects associated with this match.

**3.3.3 Class: SummonerService**

**Description:** A service class responsible for handling business logic related to player information. It acts as an intermediary between SummonerController and SummonerProfileRepository.

**Properties:**

Seq	Property	Modifier	Constraint	Description
1	summonerRepo	private	Dependency	An instance of SummonerProfileRepository for data access.

**Operations:**

Seq	Operation	Modifier	Constraint	Description
1	getSummonerByRiotId()	public		Retrieves player info based on Riot ID (Name + Tag). Calls Riot API if the user does not exist in the DB.
2	getProfileByPuuid()	public		Retrieves detailed profile information using the PUUID.

### 3.3.4 Class: MetaService

**Description:** The core service class for the Meta Analytics feature. It aggregates match data to generate statistics regarding top-performing compositions and champion metrics.

**Properties:**

Seq	Property	Modifier	Constraint	Description
1	statsRepo	private	Dependency	An instance of StatsRepository to query calculated statistics.
2	matchRepo	private	Dependency	An instance of MatchRepository to access raw match data if needed.

**Operations:**

Seq	Operation	Modifier	Constraint	Description
1	getTopComps()	public		Returns a list of CompStats filtered by patch version and

				rank bracket, sorted by win rate or pick rate.
2	getChampionStats()	public		Returns statistical performance data for individual champions in the current meta.

### 3.3.5 Class: CompStats (Inherits BaseStats)

**Description:** Represents statistical data for a specific Team Composition. This class inherits common statistical attributes from the abstract BaseStats class.

**Properties:**

Seq	Property	Modifier	Constraint	Description
1	patch	protected	String (Inherited)	The game patch version (e.g., 14.5).
2	queueId	protected	Integer (Inherited)	The game mode queue ID for this statistic.
3	rankBracket	protected	String (Inherited)	The rank tier filter for the data (e.g., Emerald+).
4	games	protected	Integer (Inherited)	Total number of matches analyzed.
5	winRate	protected	Float (Inherited)	The percentage of matches won (1st place).
6	compId	private	UUID	A reference to the CompArchetype definition.

### 3.3.6 Class: MatchParticipant

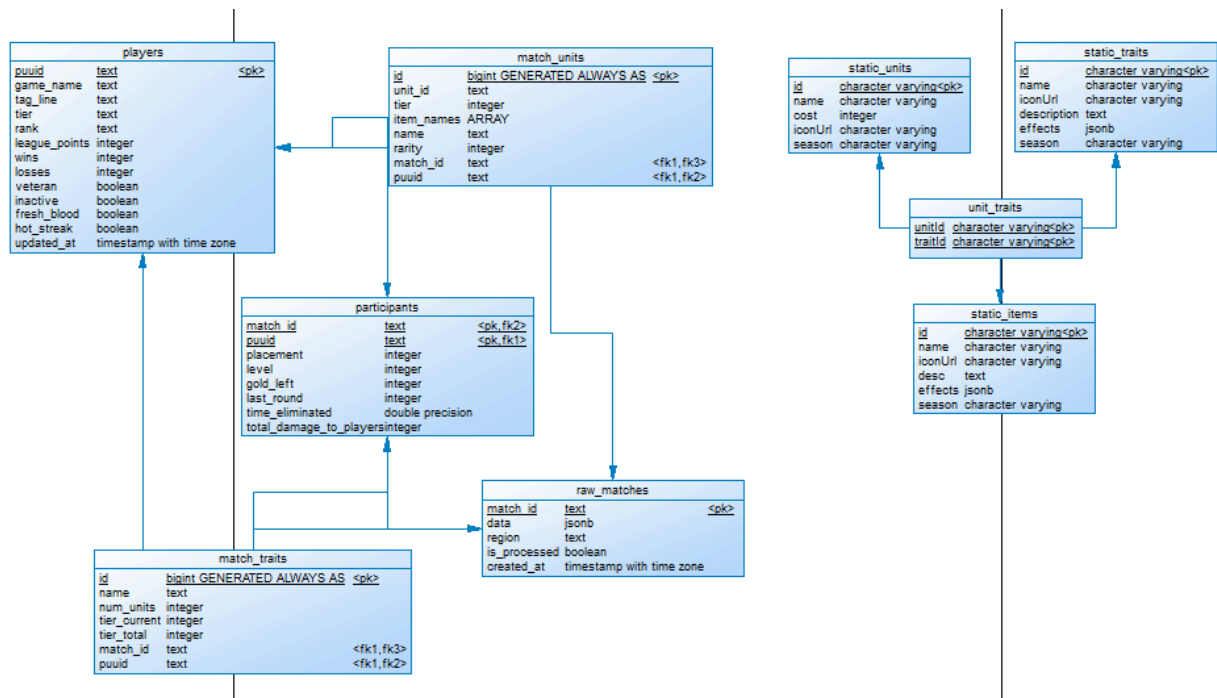
**Description:** An entity representing the performance of a specific player within a single match.

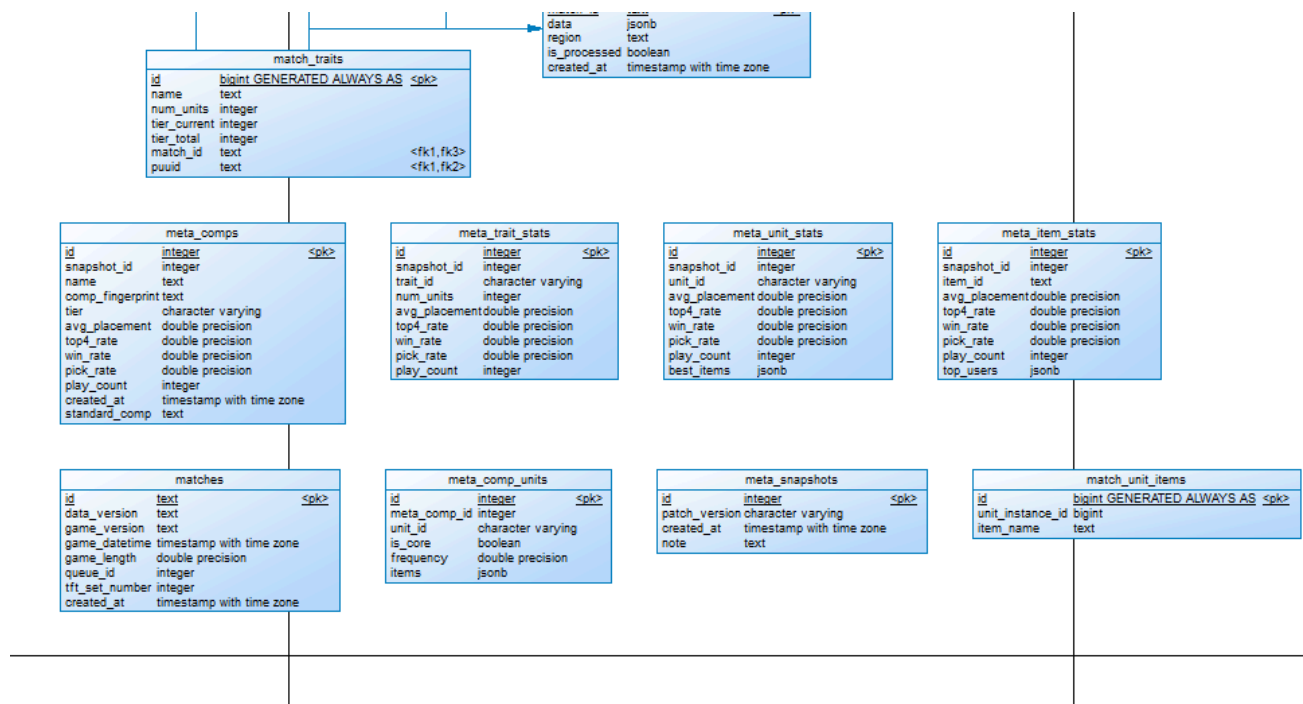
**Properties:**

Seq	Property	Modifier	Constraint	Description
1	id	private	PK, UUID	Unique identifier.
2	matchId	private	FK, UUID	Reference to the Match.
3	puuid	private	FK, String	Reference to the player's PUUID.
4	placement	private	Integer (1-8)	The final placement of the player in the match.

# 4 Data Design

## 4.1 Data Diagram





## 4.2 Data Specification

### 4.2.1 Constraints

Primary keys: ChampionID, TraitID, ItemID, CompID, AugmentID, RecipeID, SavedTeamID

Foreign keys & Relationships:

- Many-to-Many (N-N) Relationships:
  - CHAMPION - TRAIT
  - TEAM\_COMPOSITION - CHAMPION
  - TEAM\_COMPOSITION - ITEM
  - TEAM\_COMPOSITION - ARGUMENT
- Reference Relationships:
  - The RECIPE table references the ITEM table 3 times (Result, Component1, Component2)

## 4.2.2 Static data group

### 1. CHAMPION TABLE

Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
ChampionID	String	Yes	Unique identifier for the champion	Primary Key (PK). E.g., TFT13_Jinx
ChampionName	String	Yes	Display name of the champion	
ChampionCost	Integer	Yes	Gold cost to purchase the champion	Value between 1 and 5
StatsProfile	JSON	Yes	Base statistics of the champion	Contains: Health, Mana, Armor, MR, Damage, Range, etc.
AbilityDescription	String	No	Detailed description of the skill/ability	

### 2. TRAIT TABLE

Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
<b>TraitID</b>	String	Yes	Unique identifier for the trait	<b>Primary Key (PK)</b>
TraitName	String	Yes	Display name (e.g., Ambush, Sniper)	
TraitDescription	String	No	Lore description or general mechanism	

Breakpoints	JSON	Yes	Structure defining bonus tiers	E.g., {2: "+10 AD", 4: "+25 AD"}
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### 3. ITEM TABLE

Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
<b>ItemID</b>	String	Yes	Unique identifier for the item	<b>Primary Key (PK)</b>
ItemName	String	Yes	Display name	
StatsBonus	JSON	No	Bonus stats when equipped	E.g., {AD: 10, AP: 20, HP: 150}
Description	String	No	Description of special effects	

### 4. RECIPE TABLE

Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
<b>RecipeID</b>	String/Int	Yes	Unique identifier for the recipe	<b>Primary Key (PK)</b>
ResultItemID	String	Yes	ID of the completed item	<b>Foreign Key (FK) references ITEM.ItemID</b>
Component1_ID	String	Yes	ID of the 1st component item	<b>Foreign Key (FK) references ITEM.ItemID</b>
Component2_ID	String	Yes	ID of the 2nd component item	<b>Foreign Key (FK) references ITEM.ItemID</b>



### 5. ARGUMENT TABLE

Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
<b>ArgumentID</b>	String	Yes	Unique identifier for the augment	<b>Primary Key (PK)</b>
ArgumentName	String	Yes	Display name of the augment	
Tier	Integer	Yes	Tier level of the augment	Values: 1 (Silver), 2 (Gold), 3 (Prismatic)
Description	String	No	Description of the augment's effect	

### 4.2.3 Dynamic data group

#### 1. COMP TABLE

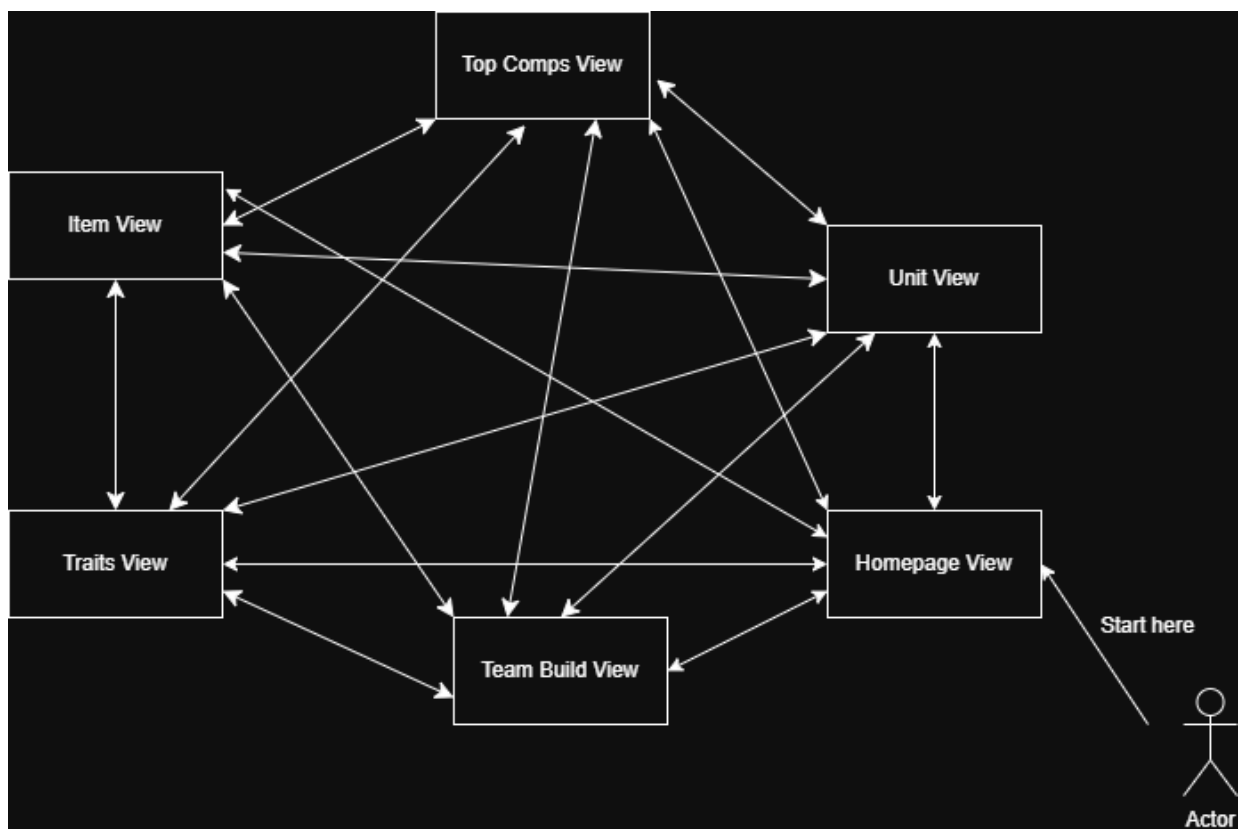
Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
<b>CompID</b>	String/Int	Yes	Unique identifier for the team comp	<b>Primary Key (PK)</b>
CompName	String	Yes	Popular name of the composition	
PatchVersion	String	Yes	Applicable game version	E.g., 14.23
WinRate	Float	Yes	Win rate (Top 1)	Unit: Percentage (%)
PickRate	Float	Yes	Pick rate (Frequency of use)	Unit: Percentage (%)
AvgPlacement	Float	Yes	Average final placement	Value between 1.0 and 8.0

**2. COMP TABLE**

Attribute Name	Data Type	Mandatory	Description	Constraints/Notes
<b>AugmentID</b>	String	Yes	Unique identifier for the augment	<b>Primary Key (PK)</b>
ArgumentName	String	Yes	Display name of the augment	
Tier	Integer	Yes	Tier level of the augment	Values: 1 (Silver), 2 (Gold), 3 (Prismatic)
Description	String	No	Description of the augment's effect	
PickRate	Float	Yes	Pick rate (Frequency of use)	Unit: Percentage (%)
AvgPlacement	Float	Yes	Average final placement	Value between 1.0 and 8.0

# 5 User Interface and User Experience Design

## 5.1 Screen Diagram



Seq	Screen	Description
1	Homepage	A summary card view of team compositions that highlights key units and simplified success metrics.

2	Meta Team Compositions	A detailed ranking table displaying high-performing team strategies, filterable by play rate and sortable by placement or win percentage.
3	Team Builder	An interactive workspace allowing users to simulate team setups by dragging and dropping units and items onto a hex grid to calculate active traits.
4	Items Statistics	A reference grid for in-game equipment, showing item statistics (Win Rate, Top 4%) and the top champions that utilize each item effectively.
5	Units Statistics	A categorized visual grid of all game champions grouped by gold cost/tier, providing quick access to individual unit stats and performance metrics.
6	Traits Statistics	A statistical table listing all team synergies (Traits), showing how well specific trait tiers perform in the current meta based on placement data.

## 5.2 Screen Specifications

### 5.2.1 Screen Meta Team Compositions

#### 1. Presentation Format:

- **Layout:** A comprehensive vertical list displaying high-performing team strategies.
- **Header & Filters:** The top section contains a "Team Compositions" title with a "Sort By" dropdown (e.g., Avg Place) and toggle switches for filtering (e.g., "Show low play rate," "Expand all").
- **Row Structure:** Each row represents one composition and is divided into three sections:

- **Identity:** Name of the comp (e.g., "Prodigy Malzahar") and an indicator of the strategy type (e.g., "Reroll").
- **Units:** Two clusters of champion icons. The left cluster is "Core" (essential units) and the right is "Flex" (optional units).
- **Statistics:** Four data columns displaying *Play Rate*, *Avg Place*, *Top 4 %*, and *Win %*.

## 2. Handling of Events:















































































































- **Sort\_Change:** When the user selects a new metric from the "Sort by" dropdown (e.g., changing from Avg Place to Win %):
  - *Action:* The application triggers a re-query of the dataset and re-renders the list order without reloading the page.
- **Toggle\_Filter:** Clicking "Show low play rate compositions":
  - *Action:* Updates the WHERE clause of the data query to include/exclude entries below a specific play-rate threshold.
- **Row\_Click:** Clicking on a composition row:
  - *Action:* Expands the row to reveal the **Composition Detail View** or navigates to a dedicated details page.
- **Unit\_Hover:** Hovering over a champion icon within a row:
  - *Action:* Displays a tooltip with the unit's name and cost.

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### Team Compositions

Sort by: Avg. Place Filters: Add Filter

☐ Show low play rate compositions ☐ Expand all subcomps

	Prodigy Malzahar & Rammus		Play Rate 0.10	Place 3.44
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 68.1</div> <div>Win % 27.0</div>		
	Battle Academia Garen & Yuumi		Play Rate 0.06	Place 3.92
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 60.3</div> <div>Win % 17.2</div>		
	Soul Fighter Samira & Sett		Play Rate 0.51	Place 4.07
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 59.6</div> <div>Win % 10.1</div>		
	Juggernaut Twisted Fate & Sett		Play Rate 0.61	Place 4.17
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 54.5</div> <div>Win % 19.5</div>		
	Battle Academia Katarina & Rakan		Play Rate 0.38	Place 4.20
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 56.9</div> <div>Win % 12.1</div>		
	Battle Academia Yuumi & Leona		Play Rate 0.33	Place 4.23
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 57.2</div> <div>Win % 7.61</div>		
	Mighty Mech Akali & Ryze		Play Rate 0.21	Place 4.23
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 56.5</div> <div>Win % 11.4</div>		
	Bastion Kog'Maw & Swain		Play Rate 0.12	Place 4.30
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 55.1</div> <div>Win % 7.89</div>		
	Heavyweight Malzahar & Darius		Play Rate 0.39	Place 4.31
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 54.3</div> <div>Win % 9.44</div>		
	Mighty Mech Karma & Jarvan IV		Play Rate 0.25	Place 4.32
<div>Core</div> <div></div> <div>Flex</div>		<div>Top 4 % 53.7</div> <div>Win % 12.1</div>		

### 5.2.2 Screen Team Builder

#### 1. Presentation Format:

- **Layout:** A complex split-screen interactive interface.
- **Board Area (Top Right):** A 4x7 hexagonal grid representing the game board.
- **Control Panel (Top Left):** Action buttons including "Share," "Clear Board," "Screenshot," and "Import/Copy Code."
- **Unit Selector (Bottom Left):** A searchable grid of all champions, filterable by Cost, Name, Origin, or Class. Champions are color-coded by tier.
- **Item Selector (Bottom Right):** A grid of equipment icons organized by "Craftable," "Radiant," and "Other."

#### 2. Handling of Events:

- **Drag\_and\_Drop\_Unit:** Dragging a unit from the Selector to a Hex on the Board:
  - *Action:* Instantiates the unit on the board. The "Active Traits" sidebar (Left) automatically updates to reflect the new synergy counts.
- **Drag\_and\_Drop\_Item:** Dragging an item from the Item Selector onto a Unit on the Board:
  - *Action:* Attaches the item to that unit instance. If the unit already has 3 items, the action is rejected.
- **Right\_Click\_Unit:** Right-clicking a unit on the board:
  - *Action:* Toggles the unit's star level (1-star, 2-star, 3-star).
- **Share\_Button\_Click:** Clicking the "Share" button:

- *Action:* Generates a unique short-link or a hash string representing the current board state and copies it to the clipboard



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Right click a unit on board to mark it as 3-star.

[← SHARE](#) [✕ CLEAR BOARD](#) [📷 SCREENSHOT](#)

[📄 COPY CODE](#) [↕ FULL BOARD](#) [📄 IMPORT CODE](#)

Traits

0 0

🔍 Search

COST	NAME	ORIGIN	CLASS					
		<						

























































































### 5.2.3 Screen Items Statistics

#### 1. Presentation Format:

- **Layout:** A data grid focused on equipment statistics.
- **Search & Filter:** A top search bar and a row of checkboxes to filter item types (Craftable, Artifacts, Emblem, Radiant, Support).
- **Data Columns:**
  - **Item:** Icon and Name.
  - **Stats:** Sortable columns for Play Rate (with frequency bar), Place, Top 4, and Win.
  - **Top Users:** A display of the top 5 champion portraits that most frequently utilize this specific item.

#### 2. Handling of Events:

- **Search\_Input:** Typing in the "Search" bar:
  - Action: Filters the list in real-time to show only items matching the text string.
- **Checkbox\_Toggle:** Unchecking "Craftable":
  - Action: Hides all standard craftable items from the view.
- **Header\_Click:** Clicking the "Win" column header:
  - Action: Sorts the entire item list by Win Percentage (Descending/Ascending).
- **Top\_User\_Click:** Clicking a champion portrait in the "Top Users" column:
  - Action: Navigates the user to that specific Unit's Detail Page.

TOP COMPS   UNITS <u>ITEMS</u> TRAITS						
<div><div><div>Search</div></div><div>Items Shown: <input type="checkbox"/> Craftable <input type="checkbox"/> Artifacts <input type="checkbox"/> Emblem <input type="checkbox"/> Radiant <input type="checkbox"/> Support <input type="checkbox"/> Other</div></div>						
Item	↑ Play rate	Place	Top 4	Win	Top Users	
 Gargoyle Ston...	4.22/8	4.39	52.0%	12.5%	     	
 Guinsoo's Rage...	4.06/8	4.54	48.4%	14.4%	     	
 Infinity Edge	3.92/8	4.38	51.9%	13.6%	     	
 Warmog's Arm...	3.53/8	4.26	54.5%	14.0%	     	
 Giant Slayer	3.33/8	4.15	56.5%	15.0%	     	
 Jeweled Gaunt...	3.14/8	4.25	54.5%	13.6%	     	
 Spirit Visage	2.92/8	4.24	54.8%	14.5%	     	
 Spear of Shojin	2.74/8	4.22	55.3%	13.8%	     	
 Thief's Gloves	2.44/8	4.09	57.5%	16.0%	     	
 Protector's Vow	2.42/8	4.10	57.1%	17.2%	     	
 Sunfire Cape	2.35/8	4.26	54.4%	13.6%	     	

### 5.2.4 Screen Units Statistics















#### 1. Presentation Format:














- **Layout:** A categorized grid view designed for visual scanning.
- **Grouping:** Units are distinctively grouped by "Cost" (1-Cost through 5-Cost), indicated by background header colors (Grey, Green, Blue, Purple, Gold).
- **Card Design:** Each unit card displays the champion portrait, name, and two primary floating metrics (e.g., Avg Place and Play Rate) overlaid on the image.
















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










- **On\_Load:** The screen retrieves champion data from the database, groups them by their cost attribute, and renders the specific tier containers.
- **Card\_Click:** Clicking any champion card (e.g., "Aatrox"):
  - Action: Navigates to the detailed view for that champion, passing the ChampionID as a parameter.
- **Nav\_Click:** Clicking the top tabs (Top Comps, Units, Items):
  - Action: Handles routing to switch the main view container.









TOP COMPS   UNITS   ITEMS   TRAITS

 Aatrox 1.84   4.62	 Ezreal 0.87   4.25	 Garen 1.20   4.47	 Gnar 0.43   4.76	 Kalista 0.29   4.49	 Kayle 0.45   4.53
 Kennen 0.62   4.46	 Lucian 0.39   4.38	 Malphie 0.44   4.53	 Naafiri 1.58   4.41	 Rell 1.24   4.58	 Sivir 0.44   4.54
 Syndra 1.36   4.85	 Zac 0.93   4.43				

 Dr. Mundo 1.28   4.60	 Gangplank 0.38   4.49	 Janna 2.16   4.74	 Jhin 0.43   4.53	 Kai'Sa 0.37   4.50	 Katarina 0.58   4.43
 Kobuko 1.19   4.39	 Lux 0.62   4.16	 Rakan 0.98   4.36	 Shen 1.23   4.52	 Vi 2.25   4.80	 Xayah 0.58   4.43
 Xin Zhao 1.21   4.38					

 Ahri 0.32   4.80	 Caitlyn 0.22   4.69	 Darius 1.03   4.35	 Jayce 1.02   4.33	 Kog'Maw 0.21   4.39	 Rammus 0.40   4.19
 Smolder 1.19   4.35	 Malzahar 1.19   4.35	 Neeko 0.92   4.46	 Senna 0.62   4.26	 Swain 2.41   4.74	 Udyr 2.70   4.66
 Viego 0.50   4.32	 Yasuo 0.39   4.41	 Ziggs 0.47   4.43			

 Akali 0.59   4.11	 Ashe 1.53   4.81	 Jarvan IV 0.81   4.44	 Jinx 0.81   4.44	 K'Sante 2.64   4.39	 Karma 0.42   4.35
 Leona 1.66   4.34	 Poppy 1.30   4.37	 Ryze 1.49   4.08	 Samira 0.69   4.16	 Sett 1.91   4.39	 Volibear 0.89   4.15
 Yuumi 0.95   4.13					

 Braum 2.90   3.93	 Gwen 0.77   3.95	 Lee Sin 2.17   3.93	 Seraphine 1.30   3.98	 Twisted Fate 1.72   4.12	 Varus 0.86   4.10
 Yone 0.47   3.99	 Zyra 2.40   4.12				














### 5.2.5 Screen Traits Statistics

#### 1. Presentation Format:

- **Layout:** A statistical table focusing on team synergies (Traits).
- **Row Data:**
  - **Trait:** Displays the trait icon, the tier level (e.g., "2 Bastion" vs "4 Bastion"), and the name.
  - **Metrics:** Columns for Play Rate (x/8 matches), Place, Top 4 %, and Win %.
- **Visuals:** Use of color scales (e.g., gold text for high win rates) to highlight meta trends.

#### 2. Handling of Events:

- **Sort\_Column:** Clicking "Place" header:
  - Action: Sorts the rows to show traits with the best average placement (lowest number) at the top.
- **External\_Link\_Click:** Clicking the arrow icon next to the trait name:
  - Action: Opens a modal or new page listing all Champion units that belong to that specific trait.

HOME	STATS ▾	PLAYERS	TEAM BUILDER	SEARCH	SETTINGS
TOP COMPS	UNITS	ITEMS	TRAITS		
Trait	↑ Play rate	Place	Top 4	Win	
↗  1 Mentor	5.09 / 8	4.42	51.2%	13.5%	
↗  1 The Champ	2.97 / 8	3.95	59.7%	20.0%	
↗  2 Protector	2.72 / 8	4.41	51.5%	14.5%	
↗  2 Bastion	2.66 / 8	4.06	58.1%	17.7%	
↗  1 Rosemoth...	2.47 / 8	4.13	55.4%	20.9%	
↗  1 Stance Ma...	2.25 / 8	3.95	59.3%	21.1%	
↗  2 Juggernaut	2.18 / 8	4.53	49.1%	14.2%	
↗  1 Rogue Ca...	1.82 / 8	4.14	55.4%	19.8%	
↗  2 Duelist	1.67 / 8	4.73	44.2%	15.3%	
↗  2 Luchador	1.51 / 8	4.10	57.2%	17.4%	
↗  2 Strategist	1.43 / 8	4.66	46.5%	14.0%	
↗  2 Wraith	1.39 / 8	4.24	55.5%	11.6%	
↗  2 Soul Fight...	1.36 / 8	4.42	50.6%	15.0%	

### 5.2.6. Screen: Homepage

#### 1. Presentation Format:

- **Layout:** A "Card" based view where each composition is presented as a self-contained summary box.
- **Content:**
  - **Header:** Strategy Name and key visual indicators (e.g., "Prodigy Malzahar").
  - **Unit Array:** Shows the exact champions required
  - **Stats Panel:** A summary of Play Rate and Win % on the right side of the card.

#### 2. Handling of Events:

- **View\_All\_Click:** Clicking the "View All" button at the top:
  - **Action:** Returns the user to the condensed List View (Screen A).
- **Unit\_Click:** Clicking a unit within the composition card:
  - **Action:** displays a popover showing the recommended items for that specific unit within this specific team composition.



[HOME](#) [STATS](#) [TEAM BUILDER](#) [🔍](#) [⚙️](#)

### Top Comps (15.8) [VIEW ALL](#)

Prodigy Malzahar & Rammus

Core Flex

