RIVALYTICS

Progress Report 2

By

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For

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This week I started integrating the external API for Marvel Rivals into the project. From the API calls I started by fetching data about the game's heroes such as overall win rate and pick rate. With this data, I began constructing a page called the Tier List Page. I structured the tier list by categorizing heroes into different tiers based on their win rates, such as S-Tier (highest win rates) down to C-Tier (lowest win rates). The win rates were formatted as percentages, and each hero was displayed alongside their corresponding tier ranking. The tier list dynamically updates based on the fetched data from the API to provide real-time data for the players so that they can be up to date on the latest meta trends.

I also developed a search functionality that allows players to search their own profile and retrieve their game performance stats. This works by inputting their Unique ID, which every player can see when they boot up the game and go to their profile page. Once an UID is put into the search bar, the player will see a small card with their in-game name which they can click in order to open a new page with a more comprehensive view of their game stats. This page so far is still very raw and merely contains placeholder data, but lacking in styling and more in-depth analysis which will be added in later.

One issue I encountered when I was developing the page to display the player's profile is that, while ideally the data must also be fetched as well, the API was down while I was working on this. As such, the short-term solution I found was to use placeholder mock data, and I'm aiming to fully integrate the API for this page in the coming week.

Github Repo Check

The following new files/folders have been committed in the implementation folder:

- backend/Routes/tierListRoutes.js
- backend/services/mrapiService.js
- frontend/src/pages/TierListPage.js
- frontend/src/pages/TierListPage.css
- frontend/src/pages/PlayerPage.js
- frontend/src/pages/PlayerPage.css

- frontend/src/pages/PlayerDetailsPage.js
- frontend/src/pages/PlayerDetailsPage.css

WORK LOGS

Date	Number of Hours	Description of Work Done
March 11, 2025	1	Checking out the API documentation and endpoints
March 13, 2025	2	Started work on the tierlist page
March 14, 2025	4	Finishing integrating external API to display tierlist page
March 15, 2025	3	Developed the search functionality and started player profile page
March 16, 2025	2	Unfinished version of the player profile page
March 16, 2025	2	Progress report