

# RIVALYTICS

## Progress Report 5

By

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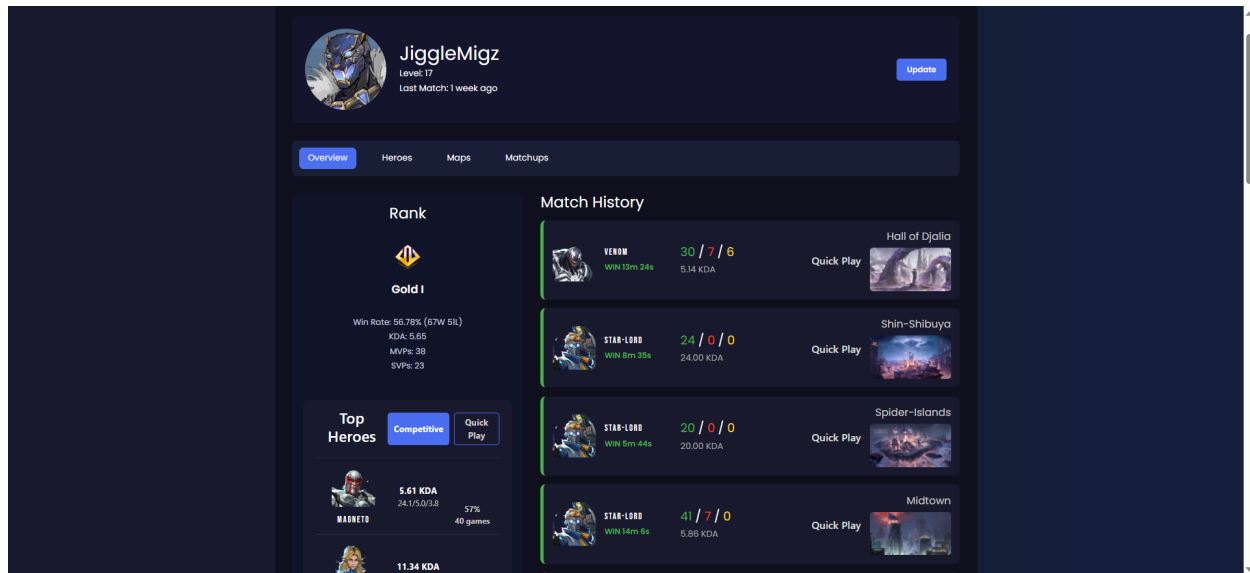
For

**CSIS 4495 - Applied Research Project**

Padmapriya Arasanipalai Kandhadai

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





This week I focused on finishing the entire player profile page. Last week I did the more technical stuff in order to retrieve the player information from the API, which left me room for this week to finish the UI and polish the styling, as well as adding a few more features in this page. Here's an example of a real player profile being displayed:



At the top is the player's username and level. On the left side of the screen is displayed the player's rank, as well as their overall stats from all of their ranked games. Below are displayed the player's top 5 heroes for quick viewing, though the player is able to see the full list by clicking on the "Heroes" tab, which will be shown later.


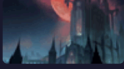


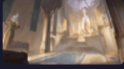
On the right side of the screen is the player's match history. It displays their most recent matches and the player's performance in each one of them, including how many kills and assists they achieved, as well as how many times they died. It also shows which hero they played, the map they played, the game mode, as well as whether they won or lost.

The next feature I completed this week is the Heroes tab, where the player can see the full list of all the heroes they've played and their performance information for each one of them. Below is an example of what it looks like:

Overview Heroes Maps Matchups								
Competitive				Quick Play				
Hero	Matches	Win Rate	KDA	Damage	Heal	MVPs	SVPs	Time
 Magneto	40	57.50%	5.58 24.1 / 5.0 / 3.8	1639.5/min	0.0/min	11	8	7.8 hrs
 Invisible Woman	19	68.42%	11.41 22.7 / 4.6 / 29.8	753.9/min	2387.5/min	11	3	3.9 hrs
 Spider-Man	14	57.14%	4.56 25.6 / 6.8 / 5.4	1171.1/min	0.0/min	5	3	2.9 hrs
 Luna Snow	12	25.00%	5.97 12.8 / 5.9 / 22.4	579.1/min	2477.2/min	0	0	2.5 hrs
 The Punisher	10	60.00%	3.52 25.0 / 7.1 / 0.0	2304.5/min	0.0/min	2	2	2.0 hrs
 Star-Lord	9	77.78%	6.68 27.4 / 4.1 / 0.0	1732.7/min	0.0/min	3	1	1.7 hrs
 Venom	5	20.00%	5.61 20.0 / 4.6 / 5.8	1551.6/min	0.0/min	0	2	46 mins









Here, the user will get the whole picture of which heroes they've performed the best with, as well as those they've underperformed with. There is an option to sort the list by every stat, so they can see the list in ascending or descending order. Not only is the user able to see which hero they win the most with, but also more in-depth information such as which heroes they do more damage with on average. This helps the user make a more informed decision on which heroes they should play more in order to keep winning, as well as which areas of their gameplay have room for improvement.

The next feature finished this week is the Map performance tab, where the player can see their performance in each of the maps in the game. Here's an example:

Overview Heroes Maps Matchups				
Map	Matches	Win Rate	KDA	Time
 Shin-Shibuya	17	58.82%	6.23 KDA 25.4 / 6.1 / 12.6	4.1 hrs
 Central Park	17	70.59%	5.46 KDA 28.6 / 7.4 / 11.8	3.6 hrs
 Yggdrasill Path	13	38.46%	6.53 KDA 32.3 / 7.5 / 16.7	3.1 hrs
 Hell's Heaven	13	61.54%	6.37 KDA 18.8 / 3.8 / 5.4	2.0 hrs
 Royal Palace	11	63.64%	5.72 KDA 22.9 / 5.0 / 5.7	2.0 hrs

In this interface, the user is able to see the maps they've played the most games in, their respective win rate and their KDA (Kills/Deaths/Assists) performance.

Lastly, I also finished the Hero Matchups tab. This tab displays information about the heroes you play against. How often you play against them and your personal win rate percentage against each hero. An example can be seen here:

Overview Heroes Maps Matchups		
Hero	Matches	Win Rate
 Invisible Woman	74	43.24%
 Doctor Strange	65	33.85%
 Cloak & Dagger	51	39.22%
 Magnetio	46	56.52%
 Rocket Raccoon	42	40.48%
 Luna Snow	41	48.78%
 Winter Soldier	31	41.94%
 The Punisher	30	53.33%

## Github Repo Check

All the work committed in the implementation folder was done in these files:

- Implementation\frontend\src\pages\PlayerDetailsPage.css
- Implementation\frontend\src\pages\PlayerDetailsPage.js

## WORK LOGS

Date	Number of Hours	Description of Work Done
January 16, 2025	1	Coming up with ideas for the project
January 17, 2025	1	In-class consultation about 2 different project ideas
January 21, 2025	0.5	Deciding the idea for the project
January 23, 2025	1	Starting the project proposal
January 24, 2025	1	In-class project consultation and initial check-in
January 24, 2025	2	Defining the project's scope and features after consultation
January 25, 2025	3	Continuing project proposal writing
January 26, 2025	4	Finishing project proposal and submitting
February 7, 2025	2	Coming up with the possible endpoints
February 8, 2025	5	Setting up the backend and writing the project report
February 8, 2025	1	Committing to github repo
February 18, 2025	4	Finishing backend work
February 19, 2025	3	Starting the frontend
February 21, 2025	4	Creating the database and populating it
February 22, 2025	5	Continuing frontend work, including heroes page
February 23, 2025	4	Finishing heroes page and starting heroes detail page
February 24, 2025	7	Finishing heroes page, report and video
March 11, 2025	1	Checking out the API documentation and endpoints
March 13, 2025	2	Started work on the tier list page
March 14, 2025	4	Finishing integrating external API to display tier list 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
March 20, 2025	1	Testing API calls and finding out issues
March 21, 2025	2	Trying out possible solutions
March 22, 2025	5	Fixed backend-related issues and modified database
March 23, 2025	2	Progress report
March 27, 2025	1.5	Testing API responses and handpicking data
March 29, 2025	6	Integrating API to fetch player data
March 30, 2025	2	Progress report
<b>April 4, 2025</b>	<b>5</b>	<b>Finished overview tab including match history and rank</b>
<b>April 5, 2025</b>	<b>5</b>	<b>Finished heroes tab</b>
<b>April 6, 2025</b>	<b>3</b>	<b>Finished maps and matchups tabs</b>
<b>April 6, 2025</b>	<b>2</b>	<b>Progress report</b>