

RIVALYTICS

Progress Report 4

By

Camilo Arias

300356827

For

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Padmapriya Arasanipalai Kandhadai

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This week I worked on getting the player profile page working while fetching all the necessary data from the API. This page is probably the most comprehensive in terms of what the user sees and also in terms of technical difficulty. This is because I must make calls to multiple endpoints while fetching a lot of data from the API.

First, the user will be able to search for their username using the search bar. This is where the first endpoint is called (`/api/v1/find-player/{username}`) in order to find their user. If a valid user is found, the user will have the option to click and view their profile.

Once inside their profile, the user will see all the data related to their game performance. In order to fetch all the data the page must call 2 endpoints which are:

- **`/api/v1/player/{query}`**: This fetches general stats about the player such as rank, total number of matches (and wins), their ratio of Kills, Deaths and Assists, how often they play against and win vs each hero in the game as well as the heroes the player has used and how often they win on them, their performance in each map that exists in the game, etc.
- **`/api/v1/player/{query}/match-history`**: Through this endpoint I can fetch the player's most recently played games, the heroes they played and their performance in each one of them.

These 2 endpoints fetch an overwhelming amount of data so for both of them I had to go through the JSON responses and hand pick what data is useful to me to incorporate into the project. Then, in order to test the endpoints I used my own account to fetch my data.

This part of the project has been so far the most technically challenging, as I had to spend a considerable amount of time getting the API calls working correctly, especially in the frontend. Sometimes the backend was successfully returning the data, but the frontend was not displaying anything. I had to debug with `console.log` on many occasions to find out where exactly the problem was.

As a result of how time consuming this was, I was unable to fully finish this part, though most of the difficult work is done and all that's left for this part is to finish displaying all the data as well as to finish the styling of the page.

In terms of next steps, once all the data is being displayed properly, I can start using this data to give the player more insights into their game performance.

Github Repo Check

The following files/folders have been created/modified and committed in the implementation folder:

- Implementation\backend\routes\playerRoutes.js
- Implementation\backend\server.js
- Implementation\frontend\src\App.js
- Implementation\frontend\src\pages\PlayerDetailsPage.css
- Implementation\frontend\src\pages\PlayerDetailsPage.js
- Implementation\frontend\src\pages\PlayerPage.css
- Implementation\frontend\src\pages\PlayerPage.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 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
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