

EMULADDER



github.com/CapstoneUNCG2020/emuLadder

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What is EMULADDER?

The application, emuLadder, is a Fantasy eSports game similar to ESPN's Fantasy Football. Users draft real-life eSports players from games such as League of Legends and compete against other users with their drafted players. Users earn points based on their drafted players stats per game. Fantasy games are very popular in sports such as football, soccer, hockey and etc. EmuLadder seeks to provide a Fantasy experience for those who enjoy eSports and video games in general. To achieve this, emuLadder looks to provide a competitive environment that keeps the user involved in Fantasy games and eSports games.

WebApp Design

Welcome to EMULADDER.
Let's set you up so you can create your bracket ladder.

Already have an account? Log In

First Name: John Last Name: Doe

Phone: (065)-941-6298 Email: JohnDoe@email.com

Password: Confirm Password

☐ I agree to the Terms Privacy Policy.

Sign Up

1.

Securely Register

Choose a Contest

Draft Players!

Easy as 1, 2, 3!

Choose a Tournament

Games

Contest Type: Head-to-Head Multiplayer

Opponent: Public Private

Entry Fee: Free

Name your Contest: Public League of Legends Tournament 1

Select Team

Public League of Legends Tournament 1

Head-to-Head Contest Type 0/2 Entries \$0 Entry Fee \$0 Prizes One entry per person

Available Players

All	TOP	JNG	ADC	SUP	TEAM	All Teams Plays For	Find a Player	
Name					Game	FPPG	Rank	Salary
Bjergsen					TSM v C9	23.56	1st Rank	\$14,000
Soren Bieerg					1/25 5:50pm	FPPG		Salary
Bjergsen					TSM v C9	23.56	1st Rank	\$14,000
Soren Bieerg					1/25 5:50pm	FPPG		Salary
Bjergsen					TSM v C9	23.56	1st Rank	\$14,000
Soren Bieerg					1/25 5:50pm	FPPG		Salary
Bjergsen					TSM v C9	23.56	1st Rank	\$14,000
Soren Bieerg					1/25 5:50pm	FPPG		Salary

Your Lineup

\$36,000 Salary Remaining \$14,000 AVG/Player

Bjergsen Soren Bieerg Mid TSM v C9 1/25 5:50pm 23.56 FPPG 1st Rank

3.

Subsystems

Account Management: Allow users to create and login to accounts securely.

Contest Management: Handle user created contests, linking eSports games, eSports players, and Fantasy Players.

Database: Logically store and reproduce data efficiently and without unnecessary redundancy.

Data Collection: Connect to API's to provide data from ongoing eSports games to our Database.

Scoring System: Track ongoing scores and stats stored in the Database to produce up to date placements

Future Work

Expansion of our services to cover additional eSports games such as Dota 2, CS:GO, and Overwatch.

Architecture

