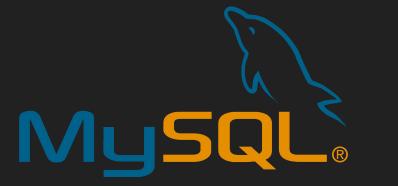
EMULADDER









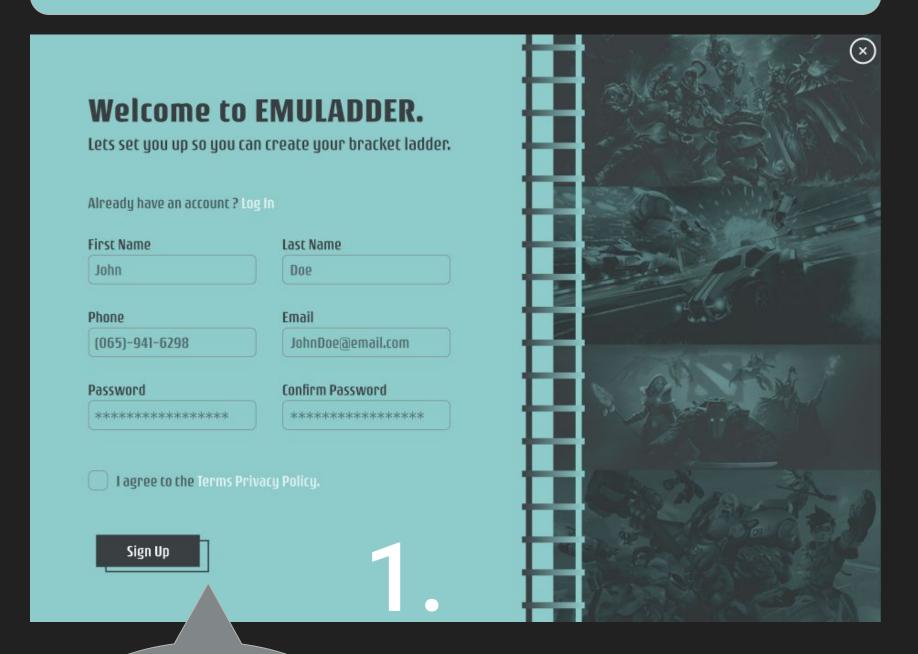
github.com/CapstoneUNCG2020/emuLadder

Daniel Frye | Gabriel Wilmoth | Mckenzie Moize | Rinty Chowdhury | Robert Meyer

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



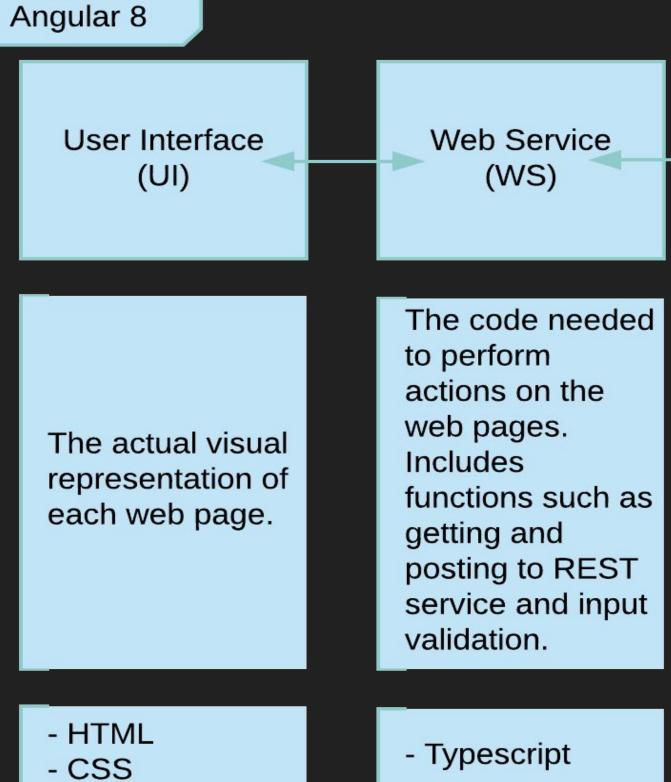
Choose a Contest

Draft Players!

Securely Register

Easy as 1, 2, 3!

Architecture



Backend service for connecting with database and other essential services.

- Java

information for access later.

- SQL

Stores all needed

eSports
information and
store information
within the
Database.

- NodeJS - SQL

Communicates

API's to collect

with external

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.

