**LoLQueen**

Description: The aim of this project is to use the LoL API to gather statistical information on players in the game. Most of the challenges should be easy enough to overcome. Riot required that all code used with their API be publicly accessible. To ensure this we are going to use a public GitHub. It also requires us to use a key in order to gain access to the API which must be refreshed every day and cannot be put public. The likely solution to this is to remove the key everytime we push code to the repository and simply add it in when we want to test the code. It also means we will have to send it separately from our code in order to get graded, or, we need a database of mock data

Possible Information To Be Displayed:

Player Name

Main Role(Support, Jungler etc)

Top 3 Played Champs

Best Champ(based on statistics)

Average K/D

Rank

Level

URL = “https://” + region + “.api.pvp.net/api/lol/na/v1.4/summoner/byname/” + summonerName + “?api\_key” + APIKey