For our second project our group plans to work with the Riot Games API to pull data from the popular game League of Legends. Looking at the website for the API and some examples (<https://developer.riotgames.com/apis>) we have decided to focus on champion mastery and the different tiers of players. As far as challenges for the API go, one annoying part could be that we are only allowed 100 API calls every two minutes and the key needs to be refreshed every day, which could limit our data a little bit but not significantly enough to be a large problem. By looking at the examples we determined that we can use summoner names to pull data from various different players across different ranks. This data could lead to interesting conclusions about the correlation between the ability/rank of a player and the champion mastery. We can both look at total champion mastery points and champion mastery points for specific champions. On our website we can use drop down menus to select rank or use input boxes to allow the user to select a summoner name. We also found some great JS libraries that we plan to use, such as anime.js(<https://animejs.com/>) which would allow us to animate our graphics and make our website more interactive or chart.js(<https://www.chartjs.org/>) to make our charts more descriptive and animated (which we could use in conjunction with animejs). We hope to find data that shows strong correlation between champion mastery and rank.



This fades an object on a webpage in. It looks better animated but making it a gif is too much work for me.



