

Riot API Challenge : *MyChampionsList*

Axel Nussbaumer « Grimalkin8675 »

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About me

My name is Axel Nussbaumer, I'm 19 years old and I'm currently studying data processing at the EISTI in Pau, France. I play League of Legends for about 3 years and I started web development last year.

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1 Concerning *MyChampionsList*

MyChampionsList is a website that shows the mastery points, the unlocked chests, the unplayed champions, etc., of a summoner.

2 Informations displayed

Use the searchbar (top-right) to look for a summoner on a specified server. The banner contains the summoner's icon, his name and his level (or his highest division if he's ranked). If the summoner has mastery points with at least one champion, the background of the banner will be a part of the splash art of this champion; the number of thousand points the summoner has with this champion is also displayed. Below the banner, there is a navigation bar where you can switch between the champions the summoner played at least once and the one he never played with (in a queue where you earn mastery points).

2.1 Mastered champions

The champions are sorted by their mastery points (descending). Champions with a red border and bar are level 5. Champions with a brown border and bar are level 4. Champions without border and with a beige bar are level 1, 2 or 3. If the summoner has already unlocked a chest with a champion during the current season, there will be a chest in front of this champion. The letter on the bottom-right corner of the champion's square (if there is one) is the highest grade the summoner got with this champion, this season. Each champion has a bar with width is proportionnal to the number of the number of points it has. The most played champion has a 100% width bar. The number above the bar, are the mastery points the summoner has with this champion. Some informations are displayed above the champions: mastery score, total mastery points, number of champions mastered, number of level 4 and 5 champions.

2.2 Other champions

The champions are sorted by their name. The free to play champions of the week have a yellow border.

3 How it works

The technologies used are PHP (and HTML), CSS and Javascript. I made all the CSS myself. No library like Bootstrap or JQuery were used. The only page is the file "index.php" (there is also "margin.php" detailed below). The server and the summoner name are passed to the server with GET variable (the URL is rewritten with .htaccess file). The benefit of the

GET method is that the url can be shared or saved to favorites. The server makes then a request to the API ("/api/lol/{region}/v1.4/summoner/by-name/{summonerNames}"). If the returned object is valid, he can now use the summoner id to make two more requests to the API ("/championmaster/location/{platformId}/player/{playerId}/champions" and "/api/lol/{region}/v2.5/league/by-summoner/{summonerIds}/entry") to get the division and the champions of the summoner. After the requests, I build the page with PHP. I use some Javascript in my page to make minor features. For example: the search button isn't a <button> but a <a> wich href changes when clicked; it allows to make a right click on it to open it in a new window or to make a middle click to open it in a new tab. I have two more json files I read for my page: "json/champions_name.json" and "json/champions_margin.json". The first one is the list of all champions, sorted by name, mapped by their id. The second one is the list of all margins (in %) needed for the banner, mapped by the champion names. I generate this json with an other page: "margin.php"; where I can adjust the margin of each champion by dragging it (it works with Javascript) and after that I have an "Export JSON" button to past it into my JSON file.

4 API key

To "install" *MyChampionsList*, you have to change the ".api_key.php" file: you must define a PHP constant named "API_KEY" and wich value is your API key.

5 What I would like to improve

I wish I had the time to make the CSS responsive so it would been nice looking on smartphone.