

BlitzPlus

Part1: Problem statement

1. Users are unable to see their personal statistics for the different playable characters (henceforth known as “champions”) on the original client.
2. Users are unable to compare their personal statistics with other summoners on the original client.
3. Users are unable to see the most popular items/runes bought on different champions.
4. Users are unable to provide feedback easily to the developers.
5. Users are unable to see which champions are most popular in the current “meta”..
6. Users are unable to see which summoners are the best at particular champions.
7. Users are unable to see the statistics of the players in their active game
8. Users are unable to see the changes in their performance over a period of time

Our website will overall help players improve their performance in the game given the information they have gained from our website.

Part 2: Features

Feature: Players can search statistics and results from a summoner's games (1) (Flynn)

Commented [1]: SMART

As a League of Legends player (henceforth known as “summoners”) I want to have a website that contains all the statistics and results from every game I play so that I can see my performance in each game.

Scenario: Search statistics and results from summoner's own games

Given: I am on the BlitzPlus home page

And: I type my summoner name in the summoner name search bar

When: I click Search

Then: I should see my summoner dashboard with match history, rank and winrate.

Feature: Players can search and compare statistics and results from other summoner's games (2) (Frank)

As a fan of the game I want a website that allows me to view the different stats of other summoners and allows me to compare them to my own so that I know what part of my gameplay I need to improve.

Scenario: Compare statistics and results from summoner's own games to other summoners

Given: I am on the BlitzPlus home page

And: I type my summoner name along with another in the summoner name search bar

When: I click Search

Then: I should see two dashboard with a comparison of match history, rank and winrate.

Feature: Players can find out what the most popular items/runes are on each champion (3)
(Frank)

As a summoner I want to know what the most popular and most successful item/rune combinations are on the champions that I play so that I can maximise my performance and improve my winrate.
(Runes are relatively minor enhancements for a champion's abilities that are taken in the pregame screen and items are bought during the game and can greatly enhance a champion's ability.)

Scenario: View the most popular and most successful rune/item combinations taken for each of the different playable champions

Given: I am on the BlitzPlus home page

And: I type a champion's name in the champion search bar

When: I click search

Then: I should see a dashboard showing the different rune/item combinations along with their respective popularity and win rates.

Feature: Players can provide feedback on the game (4) (Flynn)

As a developer I want a website where all players and fans can go and provide feedback on the game so that I gain new ideas and make improvements in the next iteration of the game.

Scenario: Provide feedback on the game

Given I am on my summoner dashboard

When I click on the "Give Feedback" button next to a particular match in my match history

Then I should see a text box pop up where I can type my feedback.

When I click "Send", my feedback will be sent to the developers.

Feature: Players can find out what the most popular champions are in current meta-game.
(5)(Ben)

As a summoner,
I want to find out what champions are the most popular/have the highest win rate
So that I know how to play against them and/or play them myself to improve my winrate.

Scenario: Find out which champions have the highest WR/pick rate in the game currently.

Given: I am on my summoner dashboard

When: I click on "Leaderboards"

Given: I am on the Leaderboards page

When: I click on Champions (in screen)

Then: I can see the best players at a particular champion

Feature: Players can find out which summoners are the best at particular champions (6) (Ben)

As a summoner I want to find out who is the best at a particular champion
So that I can look up their gameplay and learn and improve from them.

Scenario: Identify which summoners are the best at particular champions (have highest winrate/most played games on that champion.

Given: I am on my summoner dashboard

When: I click on the "Champions" menu

Then: I should be on the Champions overview page that displays the Champion Rankings

Feature: Players can find out the statistics of all the players in my current game. (7) (Edwin)

As a summoner,
I want to find out the skill levels of players in my current game, so I can change my game strategy accordingly to play to win.

Scenario: I am in a game and I want to have an advantage over other players in terms of knowledge so I can win

Given: I am on the BlitzPlus homepage

And: I am in-game

When: I click on "Active Game" button

Then: I should be able to see an overview of my teammates and enemies statistics in a table

Feature: Players can see a player's performance overtime. (8) (Edwin)

As a summoner,
I want to track certain statistics of mine and their changes over a period of time so i can track my improvement (this will most likely just be ranked rating)

Scenario: I am a player dedicated to improving and I want to have a page where I can easily see my stats over a period of time to see improvement

Given: I am on the BlitzPlus home page

And: I type my summoner name in the summoner name search bar

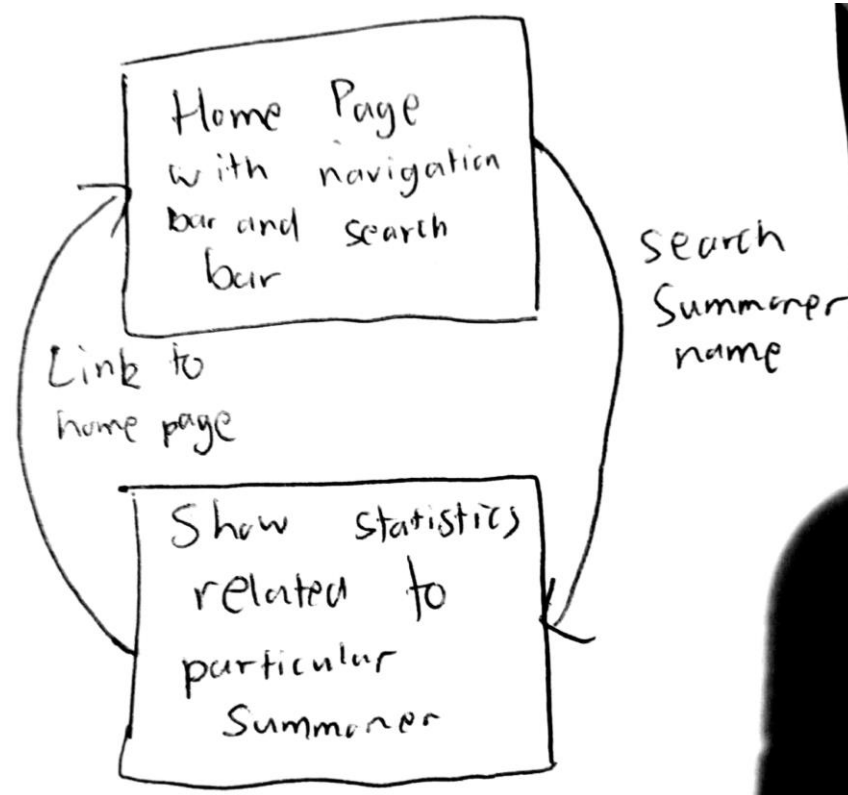
When: I click Search

Then: I should see my summoner dashboard with a line graph indicating stats over a period of time

Part 3. Low-Fidelity Prototype

Feature 1

Storyboard Interaction

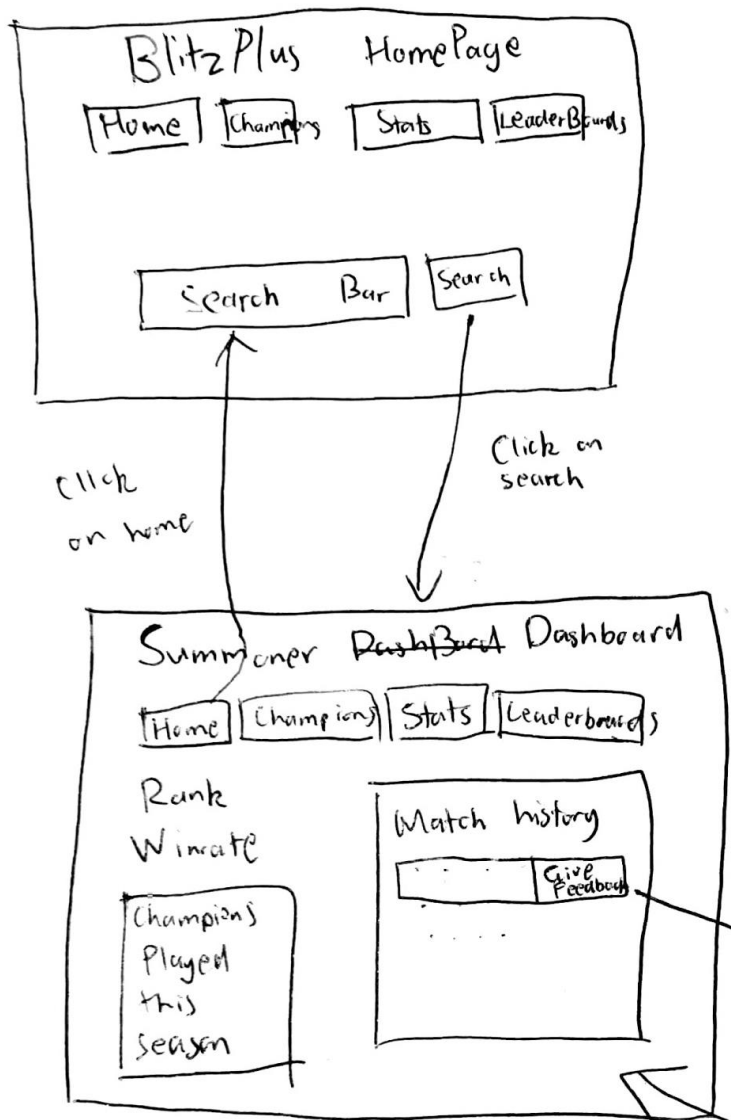


Commented [2]: Show back tracking arrows, and have high low level diagrams

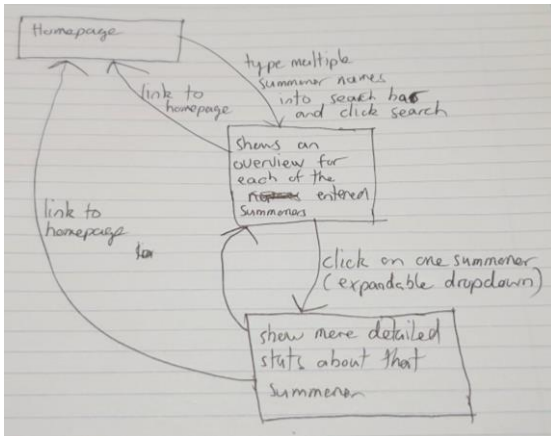
Feature 1

Commented [3]: Show back tracking arrows, and have high low level diagrams

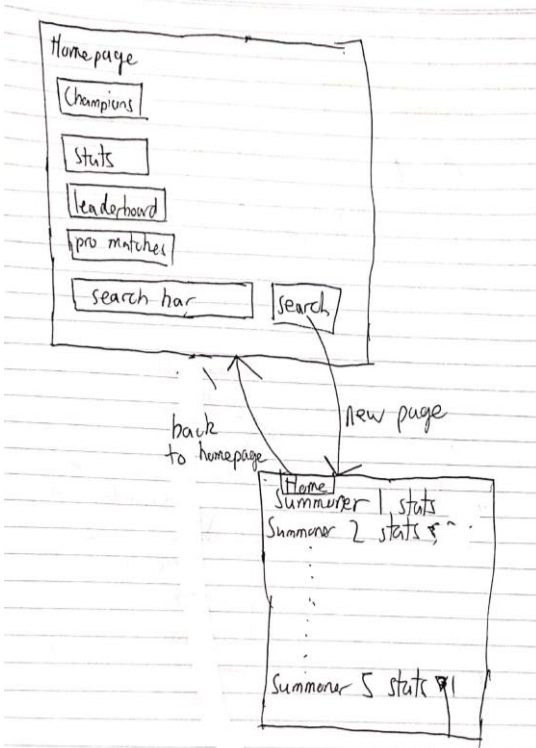
UI Components



Feature 2: Storyboard Interaction

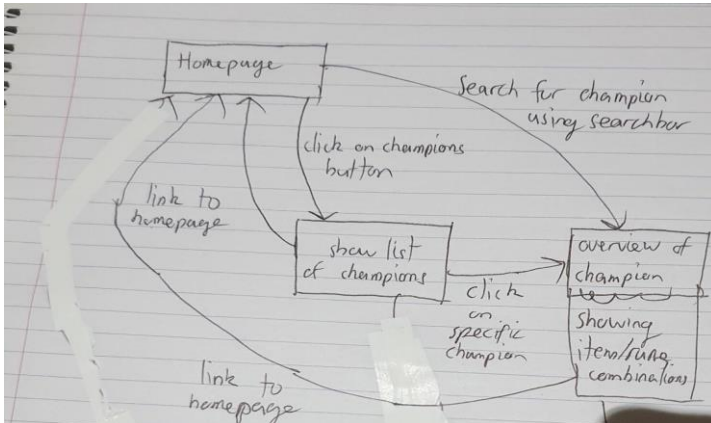


Feature 2: UI Component

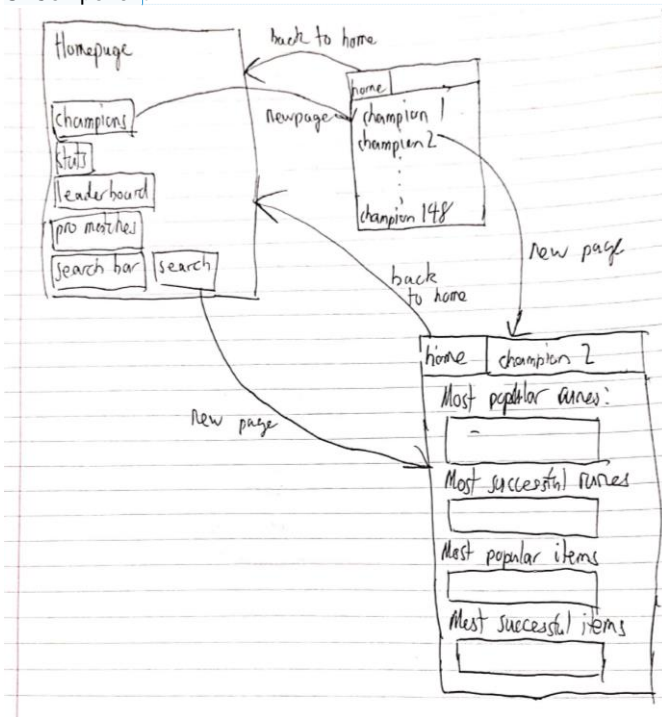


Commented [4]: label arrows frank

Feature 3:
Storyboard Interaction

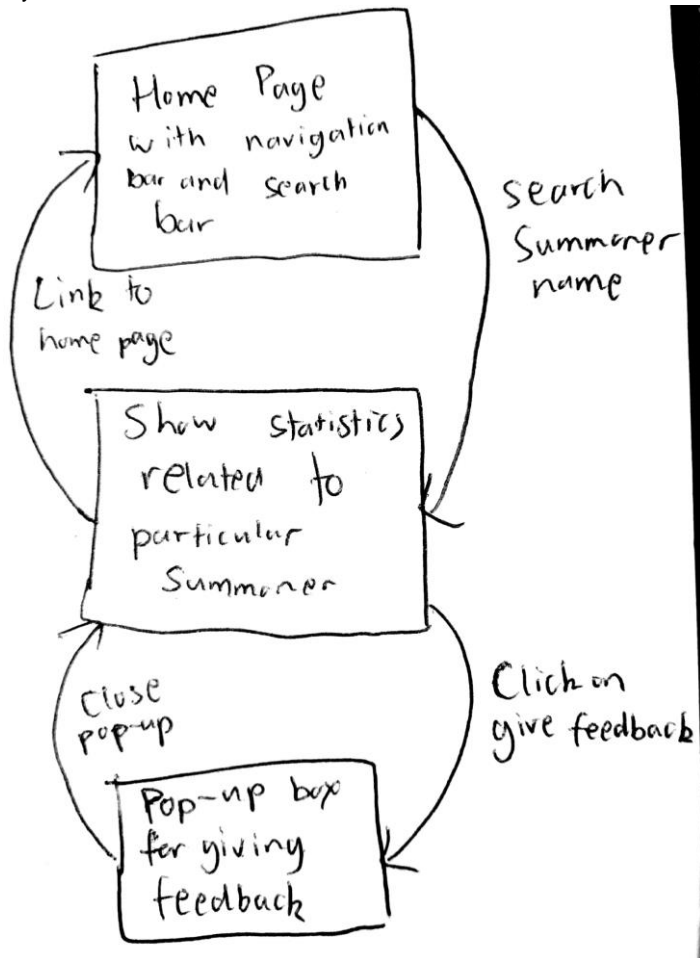


Feature 3:
UI Component



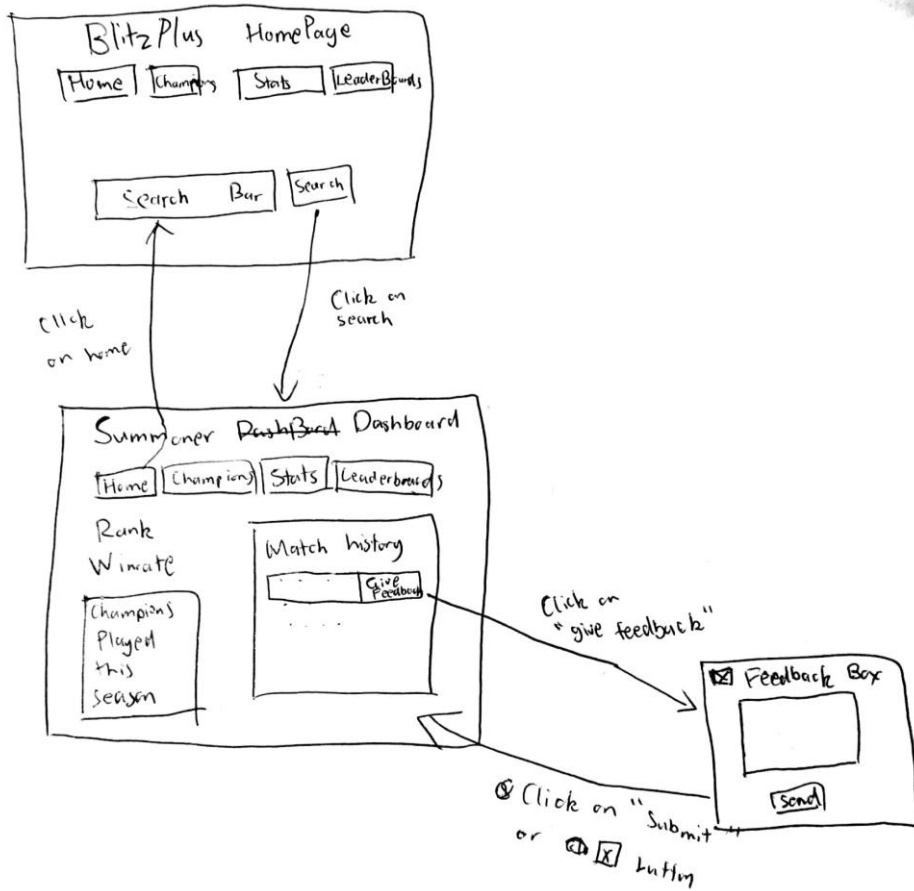
Commented [5]: frank label the arrows

Feature 4
Storyboard Interaction



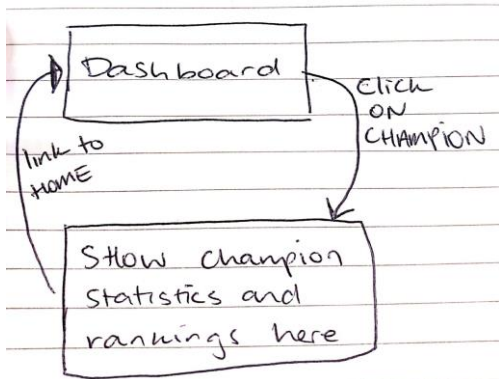
Feature 4

UI Component



Feature 5 (Ben)

Storyboard Interaction

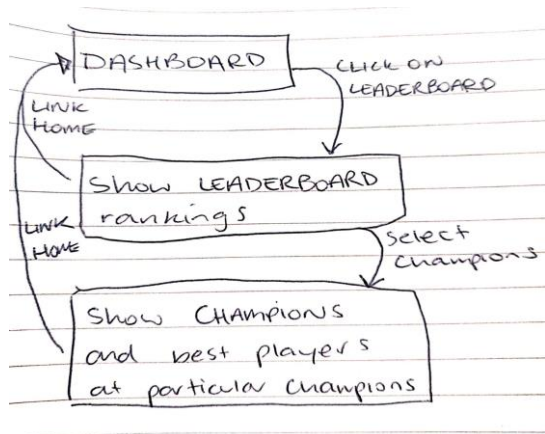


Feature 5 (Ben) UI Component

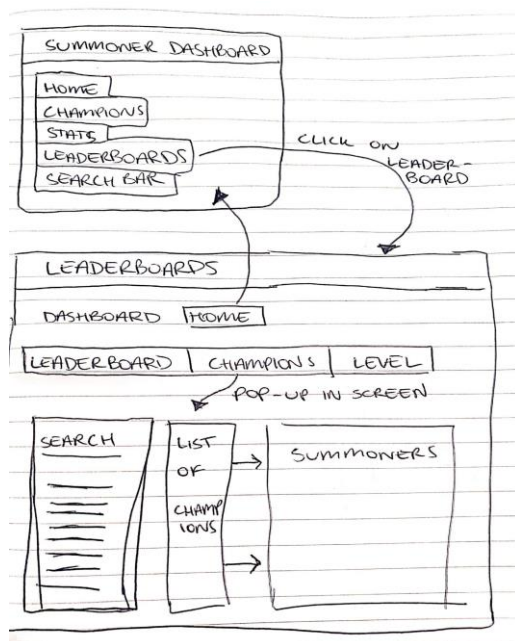


Feature 6 (Ben)

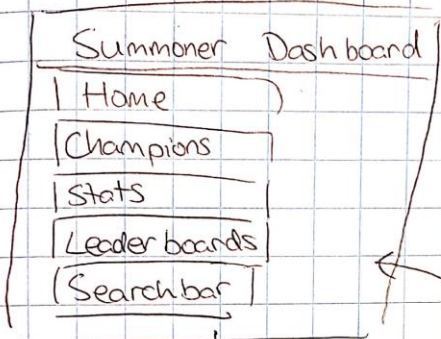
Storyboard Interaction



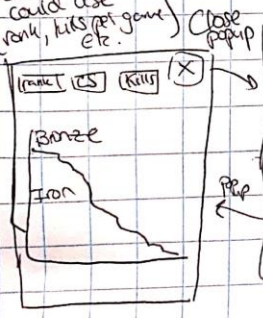
UI component



Feature 7 & 8

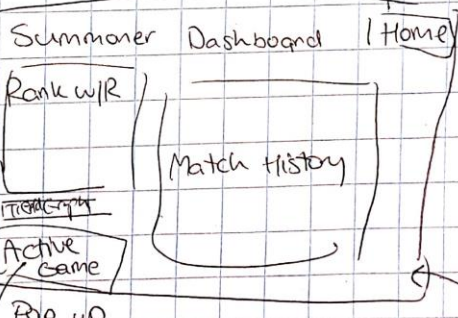


There could be several sets we could use (rank, kills per game etc.)



New page

New page



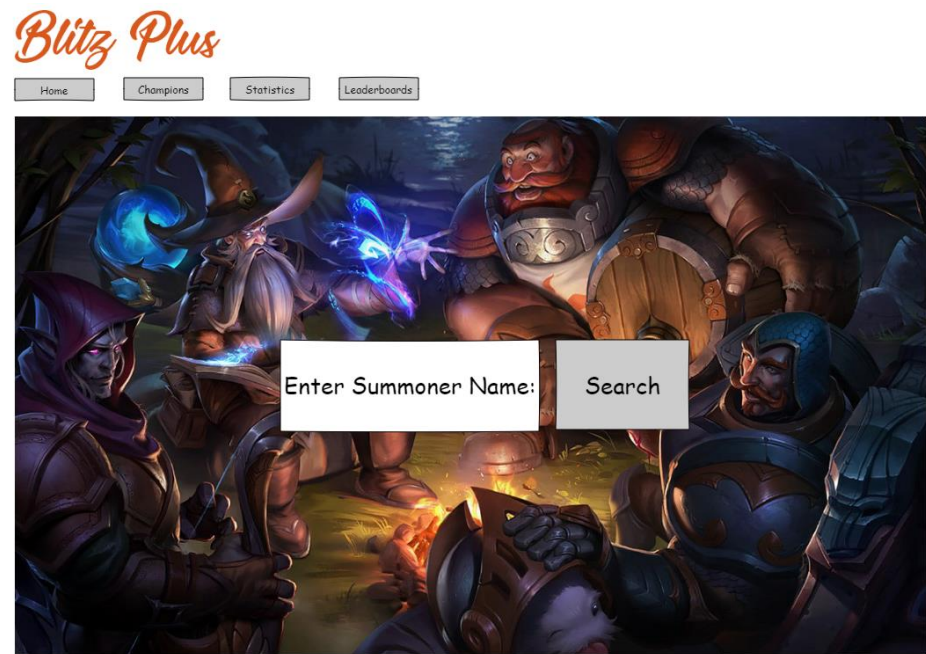
Closes popup

Pop up

Summoner 1	Stats	Summoner 1	Stats
Summoner 2	Stats	Summoner 2	Stats
Summoner 3	Stats	Summoner 3	Stats
...			

Part 4. High Fidelity

Home Page:



Feature 1 (Flynn) (Summoner Page)

Skillfullism



Diamond 2 70LP 53%



Total S2020

Yasuo		1.30 K/D/A	CS 178	50%
Lee Sin		2.89 K/D/A	CS 133	52%

Match History

		ARAM Defeat	11/0/5	Level 15	150 cs	Give Feedback
		Ranked Solo Victory	7/2/8	Level 14	156 cs	Give Feedback

Feature 2 (Page to compare summoners):

Blitz Plus

[Home](#)[Champions](#)[Statistics](#)[Leaderboards](#)

Skillfullism



Diamond 2 70LP 53%

Most played

Yasuo		0.10 KDA	CS 178	50%	14 games
Lee Sin		3.30 KDA	CS 108	51%	11 games
Renekton		2.30 KDA	CS 167	57%	12 games

Rotunda



Diamond 4 30LP 49%

Most played

Renekton		1.30 KDA	CS 151	50%	10 games
Lee Sin		1.30 KDA	CS 100	50%	10 games
Aatrox		1.30 KDA	CS 178	50%	10 games

Feature 3 (See most popular summoners/runes):


Blitz Plus

Home

Champions

Statistics

Leaderboards



Aatrox

48.56% Win Rate

48.56% Pick Rate
























48.56% Ban Rate

70,630 games

Runes:

48.56% Win Rate

27,785 games



Skillfullism



Diamond 2 70LP 53%



Total S2020

Yasuo		1.30 K/D A	CS 178	50%
Lee Sin		2.89 K/D A	CS 133	52%

Feedback Form

Submit

Feature 5 (See most popular champions)

Blitz Plus League of Legends

HOME CHAMPIONS STATS LEADERBOARD







ALL TOP JUNGLE MIDDLE BOTTOM Search Champion

Champion Ranking

Search Bar

Tier Win Rate Pick Rate Ban Rate

Top Jungle Middle Bottom Support

#	Champion	Win Rate	Pick Rate	Tier
1		%53.21	%15.20	1
2		%53.21	%15.20	1
3		%53.21	%15.20	1
4		%53.21	%15.20	2
5		%53.21	%15.20	2
6		%53.21	%15.20	2

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
Feature 6 (Summoner Champion Leaderboards) (Edwin)


Leaderboards


Home Champions Stats Leaderboards

Search Champion







Results

Darius 

Janna 

Irelia 

Best Darius Players

	NotFrankSu		Diamond II
172 cs 2.4 kda 98% WR			
	Cute Dog		Diamond III
132 cs 2.4 kda 64% WR			
	NotEwong		Grandmaster
102 cs 3.4 kda 58% WR			

Feature 7 (Live game Feature)

Ally Team				
	Teeto	Gold 3 (53 LP)	43% Winrate (23 games)	Runes
	FrankSu	Gold 3 (83 LP)	0% Winrate (827 games)	Runes
	SpankSu	Gold 1 (14 LP)	23% Winrate (13 games)	Runes
	TankSu	Gold 4 (37 LP)	12% Winrate (99 games)	Runes
	CantSu	Bronze 4 (37 LP)	11% Winrate (217 games)	Runes
Enemy Team				
	WantSu	Iron 3 (53 LP)	2% Winrate (23 games)	Runes
	HankSu	Silver 3 (83 LP)	0% Winrate (827 games)	Runes
	LankSu	Bronze 1 (14 LP)	1% Winrate (9991 games)	Runes
	ShankSu	Iron 4 (37 LP)	16% Winrate (13 games)	Runes
	CatSu	Bronze 4 (37 LP)	4% Winrate (34 games)	Runes

Feature 8 (See improvement over time)



Blitz Plus

[Home](#)
[Champions](#)
[Statistics](#)
[Leaderboards](#)

Skillfullism

Diamond 2 70LP 53%





Total S2020

Yasuo		1.30 KDA	CS 178	50%
Lee Sin		2.89 KDA	CS 133	52%

Tier Graph

March 2020	D1 19LP
February 2020	D1 100LP

Match History

		ARAM Defeat	11/0/5	Level 15	150 cs	<input type="button" value="Give Feedback"/>
		Ranked Solo Victory	7/2/8	Level 14	156 cs	<input type="button" value="Give Feedback"/>

Glossary:

Champions - playable characters within the game of League of Legends.

Summoners - refers to the human player that plays the game.

Runes - are relatively minor enhancements for a champions abilities that are selected in the pregame screen. (There are a variety of options for runes depending on the champion)

Items - bought during the game using gold that is accumulated by the player and can greatly enhance how powerful a champion is.