Non-functional requirement 1: Performance
The users accessing the website expect fast performance and if any of our functions or searches take too long, then the user is likely to leave our site. With this in mind, having our information load that the user desires shouldn't take more than 10 seconds to load after the user performs an action.

Non-functional requirement 2: Riot Games API error handling
Due to relying on Riot Games API to perform the majority of our sites functions, we need to be able to handle the scenarios when the API is unavailable or fails. In the case when the Riot Games API is unavailable, our website should display an error message to the user explaining that the Riot Games API is unavailable and to try again later.

Non-functional requirement 3: International Languages
People across the world ranging from North America, to Europe, to Asia all play League of Legends. The people that play may speak and read a wide variety of languages so it's important for our website to take those users into our consideration. So, our website should be able to support languages that are regions for the games servers such as English, Chinese Mandarin, Chinese Min, Korean, Japanese, French, Portuguese, and so on.

Non-functional requirement 4: Multi platform compatibility
Users of our website will have screens of many different sizes. They will also want to view the website on other platforms such as tablets and phones. As a result we will have to make sure that our content is compatible with screens of different sizes. So we will be using bootstrap to help create a layout for our website that is consistent with screens of varying sizes.

Non-functional requirement 5: Website Hosting
We decided to use Github pages to host our website as we are using github for version control, so all our code is already there. Also hosting on Github Pages is free, so we avoid the cost of hosting the website.