League of Legends – Search Engine

Search

This is a search engine that will search through all the League of Legends champions. It takes into account their region, biography, title, and type of character they are. I took advantage of the Flask libraries in Python and use PythonAnywhere to host the application. After a search term is entered, I calculate the TF-IDF and display the results from the top 5 most likely champions.

Challenges

The first issue I ran into was figuring out how to handle the data most efficiently while keeping the code readable. I use a triple nested array to keep all the information needed for the Champion, Term, and Term count. This, along with learning python and flask, were likely the most challenging part of the search engine.

The next issue I faced was deployment. This has always been one of my weak points. My main issue was just trying to find out how to read my data file from the hosting environment.

Conclusion

Although something similar to this exists, it really showed me how much goes into a search engine. I never before thought about the weight of a term during a search.