

Q3.1

Will be about Teamfight Tactics (tft), the intended service is to provide a database to store tft data that might be harder to find and make it easier to perform statistical analysis.

Background:

This project is motivated by the fact that I've played league for 8 years now and always enjoyed statistical stuff in video games. Tft is a mini game for the game. Unfortunately, much of the data in the game is very hard to find or is not organized structurally well. Gathering all relevant data from matches into a comprehensive database will allow better analysis of gameplay, which can be beneficial for others playing the game or wanting to play the game. It may even be of use to developers, if they don't already have something like this.

For anyone not familiar with the game, the mini game is as follows: you play against 8 other players in a free for all, taking turns fighting each other. You gather characters that fight for you in auto chess format, and you gather items that strengthen your characters. Each character has a primary class and a secondary trait, with exceptions, and you try to gather characters with the same class and traits. There are 5 different rarities of characters, you can level up for a higher chance of finding characters of higher rarities, and as you level up, you can field more characters.

data is as follows: characters you play, universal items that characters build, classes, traits, team compositions, character winrate, character play ratio, player win ratio, class win ratio, item win ratio, etc.

Q3.2

The following describe what is required from the application.

- Track character, player, and item play rate and win ratio.
- Allows corrections to be made and new information to be added to the database.
- Be able to be searched through, with multiple augments at once. For example, search for characters that build a certain item with a certain class.
- Application hosting should be web-based with user interaction through any popular browser

Q3.3

Due Diligence (Copyright issues)

The Riot API for their games provides all the data we will use and is legal for us to use them. If ends up using image ui, any image that belongs to Riot will respect their copyright.

Image examples of similar already existing sites. They do not provide all of the things I want to see.

Q

Search

Items Shown:

☐

Craftable

☐

Artifacts

☐

Emblem

☐

Radiant☐☐

<

 Gargoyle Stoneplate

Stats

Games: 286k

Play rate: 4.01/8

Avg. place: 4.41

Top 4: 51.7%

Win: 12.5%

Placement distribution

1 12.5%

2 12.9%

3 13.2%

4 13.2%

5 12.9%

6 12.5%

7 12.2%

8 10.7%

UNITS

TRAITS

ITEMS

Unit	↑ Play rate	Place	Delta	Rel. Delta	Top 4 %	Win %
 Rakan	18.1%	4.18	-0.23	-0.22	55.9%	15.3%
 Taric	15.0%	4.16	-0.25	-0.14	56.6%	14.0%
 Nasus	14.9%	4.47	+0.06	-0.06	50.2%	12.8%
 Tahm Kench	7.45%	4.39	-0.02	+0.04	52.0%	12.3%
 Mordekaiser	6.60%	4.49	+0.08	-0.10	50.0%	10.9%
 Vex	6.40%	4.76	+0.35	+0.02	44.5%	10.4%

Faerie Tail

14.18

Default

Medium



Kalista



Rakan



Katarina



Milio



Hecarim



Akali



Tristana



Lillia



Seraphine



GENERAL INFO

OPEN GUIDE

OPEN IN BUILDER



This comp uses a full Faerie team with Kalista and Katarina as your main damage carries and Rakan as your core tank!

FULL SYNERGY LIST



7



3



2



2

CAROUSEL PRIORITY



AUGMENTS

TIER 1



TIER 2



TIER 3



FORMATION

