Statistics Program

For League of Legends

**Objectives**

* Enter in kills, deaths, assists, and other statistics per game multiple times
* These can be stored as a whole or by champion or by username
* Upon clicking a button, a graph will pop up of the various KDA’s for each game entered
* The same can be done with minion kills
* To start the program, the user will have to click a button and enter in the data

**New Concepts**

* Java Swing Buttons
* Working with graphs in the GUI