Goals

Present all items and champions to allow any champion to use any item(max of 6 items per champion)

Calculate each item's gold efficiency based on the item's values(ad, ap, ect.), champion using the item(ad ratio, ap ratio, ect.), and champion level while using the item(scaling)

Able to compare 2 champions to determine the current strength of both champions and determine which champion is stronger(more burst damage, more damage per second with no abilities, ect.) based on the items selected

Use data from: http://leagueoflegends.wikia.com/wiki/League\_of\_Legends\_Wiki

Categories

Champions

Levels 1-18 of following statistics

Every champion: Health, health regen, attack range, attack damage, attack speed, armor, magic resistance, movement speed

Variables amongst champions: Mana, mana regeneration, energy, energy regeneration, uses health

Separate into categories based on role(Jungler, mage, support, marksman, ect.)

Items

Every item: Gold value, stats

Variables amongst items: Passive, active, recipe, consumable

Champions + Items

Gold efficiency of item based on champion using item(base stats, scaling, ect.)

Display champion values based on item(s) selected(attack damage, ability power, ect.)

Display champion abilities damage based on items(flat damage, scaling damage, ect.)

Enable comparisons between two champions with 1-6 items showing differences in champion values (based on champion level, items select, champion scalings, ect.)  
Enable comparisons regardless of whether the items are the same or different (ex. show if Champion A with items D ,E, F is stronger than Champion B with items H, I, J)

Enable comparisons regardless of champion category(ex. marksman vs tank)

Enable comparisons to calculate 1v1 between two champions(based on items, champion level, scaling, critical chance, attack speed, ect.)