Team/Instructor scrum #3.2

Team member & project (re)introductions

Creating a service to improve the individual well-being of players on online games in order to positively impact the community. This is valuable both for player health and to extend the lifespan and appeal of a game.

Scrum dates

Oct.15, 2021 - Oct.29, 2021

Status description

As a team, provide an overview of the project's current status (green=good, yellow=sligthly off track, red=off track). If the status is yellow or red, indicate:

Yellow as heck

-Overwolf shortcomings, we will touch on this later

-API limitations

● The reason(s) that the status is yellow or red
● The planned action(s) that will bring the project back to a green status.

Individually speak to their contributions:

Shane

- Created a python script that collects data directly from the Riot Games API and uses it to make a (poor) prediction as to the future performance of the player.

-Helped Bryden with the Overwolf experimentation.

-Contributed additional documentation (as required by ense405)

-Created KanBan board

Bryden

- Worked on building an overwolf application and building MVP 1 functionality
  - Discovering functionality
  - Core elements of an overwolf app
  - Exchanging information between overwolf windows
  - Learning how to upload unpublished apps and run them through overwolf

- Helped Shane work on the Python code to make requests to riot API and make predictions on players future performance
- Added to Kanban board

Ensure to address any comments that came up in the previous scrum/meeting time:

Project issues:

We dove deep into overwolfs documentation and example apps:

-Overwolf provides weak documentation on initialization.

-Overwolf provides poor support for a beginner creating an application from scratch.

-There is little information on how to actually pair up your app with overwolf and there are no licenses posted for the sample code provided. Assuming all rights reserved this leaves us with little to work with.

RiotGames API request rate limit being reached. (solutions would be something like Cassiopeia that provides robustness to our querying system with things such as request rate pacing, error catching, etc.)

Possible solutions to get back into green:

Continue learning and trying to learn how to use overwolf but are seriously exploring other options such as a desktop application from scratch using pyQt. This likely will bring challenges such as detecting the active player id, focusing the windows correctly, etc. but probably would also be freeing. Porting such an app to a service such as overwolf seems more reasonable than trying to break away from overwolf if we are unhappy with them.

Contact Overwolf to receive permission to modify, distribute, the code provided in the sample app to resolve the issue of little information on building an overwolf application from scratch.

Project changes:

-Possibly switch from Overwolf to an alternative technology to create the application and use Riot API to access game information.
-Directly access the RiotGames API rather than use Overwolfs for the AI algorithm.

Documentation overview and/or project demo:

Briefly go over your documentation and/or demo what ya got working as-is. Remember, these are rapid check-ins. Only go over key aspects and ask any questions you may have.

Next up:

Discuss your team's plan for the next several weeks with respect to software design and development activities. Discuss the overall team plan but also (again), team members must individually speak to their contributions that are planned by the next meeting (regardless if it is a project bazaar day, vlog, or team/instructor scrum)

Team reflection

Discuss:

- Does the team feel "on track"? (reiterate the above colour status)
- What progress does the team particularly feel good (great) about?
- What barriers (if any) does the team feel are a current impediment to success?
  - Overwolf's lack of transparency on licensing
  - Overwolf's shallow learning resources
  - Our ability to retrieve an active player's id and to find when a player has finished a game
- What help (if any) does the team require to move positively forward?
  - All o the questions we can ask could be found through spending time discovering and exploring
- What questions or concerns does the team have (if any)?