PowerSpike Requirements

Requirements ranked by MOSCoW ranking system

(M) – Must have

(O) – Ought to have

(S) – Should have

(C) – Could have

(W) – Won’t have

Versions expected as complete publishable deliverables

(VP) – Prototype – working system which proves concept

(V1) – Version 1 – basic functionality of data recording/reporting

(V2) – Version 2 – complete functionality of data recording/reporting

(V3) – Version 3 – data organization and infrastructure

(V4) – Version 4 – expansion of project scope

-Api access for acquiring stats

-Api Accessor for riot games’ developer apis (M) (VP)

-Api Accessor for whatismymmr apis (S) (V3)

-Request processor for Api Accessor (M) (VP)

-JSON interpreter (M) (VP)

-Database accessor (O) (V3)

-Track basic stats

-Minions killed (O) (VP)

-Damage dealt to champions (O) (V1)

-Damage taken (O) (V1)

-Damage taken from turrets (O) (V2)

-Number of turret plate's taken (O) (V1)

-Gold earned (O) (V1)

-Number of wins (O) (VP)

-Number of losses (O) (VP)

-Number of recalls (C) (V2)

-Number of kills (O) (VP)

-Number of deaths (O) (VP)

-Number of assists (O) (VP)

-Number of first bloods (S) (V1)

-Number of dying as first blood (S) (V1)

-Number of trinket wards placed (S) (V1)

-Number of control wards placed (S) (V1)

-Number of trinket wards killed (C) (V2)

-Number of control wards killed (C) (V2)

-Number of health potions used (S) (V2)

-Number of jungle monsters killed (O) (V2)

-Number of jungle monsters stolen (C) (V2)

-Number of dragons killed (S) (V2)

-Number of dragons stolen (C) (V2)

-Number of barons killed (S) (V2)

-Number of barons stolen (C) (V2)

-Number of rift heralds killed (S) (V2)

-Number of rift heralds stolen (C) (V2)

-Number of elder dragons killed (S) (V2)

-Number of elder dragons stolen (C) (V2)

-Time spent counter jungling (C) (V2)

-Time spent roaming (C) (V2)

-Level (O) (V1)

-Champion mastery of specified champion (S) (V2)

-Total Champion mastery (S) (V2)

-Skill shots landed (S) (V2)

-Skill shots missed (S) (V2)

-Compare player stats

-Compare against another specific player (S) (V1)

-Compare against average player in similar elo (O) (V1)

-Compare against average player in specific elo (S) (V2)

-Compare against user from 1/3/6/12 months ago (C) (V2)

-Compare against max possible stats (S) (V1)

-Usability/functionality

-Contextualize all stats by game time (M) (V1)

-Track stats of average, specific game, and cumulative (M) (V1)

-View stats by individual champion (M) (V1)

-View stats by rank (C) (V2)

-View stats by role (M) (V1)

-User profile overview tab (O) (V1)

-View rough estimate of ranked mmr (S) (V3)

-View rough estimate of normal mmr (C) (V3)

-Tab based GUI (M) (VP)

-Utilize stats to calculate role “score” (S) (V2)

-Represent data

-Graph all comparisons (C) (V3)

-Record all data to spreadsheet/database (C) (V3)

-Allow user to only record specified data (C) (V3)

-Display most relevant data per role (M) (V1)

-Display most relevant data per champion (S) (V1)

-Produce user report.txt (O) (V1)

-Accessibility

-Windows desktop application (M) (VP)

-Multi platform desktop application (W)

-Application accessible database (C) (V3)

-Mobile application (C) (V4)

-Web application (S) (V4)