                       COSC 412

League Analytics

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**Preface**

  The purpose of this project is to create a new and useful analytics website for the game League of legends by Riot Games. This is a very popular game with million players over the last 10 years. This website will provide players with plenty of information and necessary to help them learn the game and improve their gameplay. This site will be loved by many and accessible on all devices with a browser.

**Revisions:**

11/18/20:Switched to LoL API since valorants did not work.

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1. Introduction

1.1 Overview

The purpose of this management plan is to layout the steps and procedures needed for creating the website for LoL analytics.

This site will be available to all who want to access player information.

1.2 Deliverables

- Requirements, Use Cases, SPMP, Repo. Due: Date of first meeting.

- Mid

- Presentation

1.3 Evolution of SPMP

-Changes will be made through GitHub with explanations of the changes what

1.4 References

-To be determined

1.5 Definitions and Acronyms

SPMP: Software Project Management Plan

API: Application Program interface

LoL: League of Legends

2. Project Organization

2.1 Process Model

I will be using the Spiral Model for this project. I will oversee determining objectives for each prototype

2.2 Organizational Structure

This is a personal project so there is no client except me

2.3 Organizational Interface

Web Hosting

2.4 Project Responsibilities

Role Description Name

Team Lead Heads project Seth

Developer Handles Project Seth

3. Managerial Process

* 1. Management Objectives and Priorities
* Develop and put out a product that is efficient, aesthetic, and usable that will draw customers and traffic to the site.
* Keep on task and only add unnecessary components when finished with priorities
  1. Assumptions, Dependencies and Constraints
* Assumptions/Dependences
* Riot API

-Assume that the Riot api will last for the time needed.

* Constraints
* Time: Must finish by December, also free API might not last long
* Money: Will need to purchase Web hosting
  1. Risk Management
* Possible that this site might not be utilized and therefore not get traffic that is needed
* Need to consider every new development idea for our program.
* If it becomes too complex, must reassess what is truly needed and what can be removed to streamline the product.
  1. Monitoring and Controlling Mechanisms
* Will check every Sunday to make sure tasks are being done correctly and efficiently

4. Technical Process

4.1 Methods, Tools, and Techniques

* Languages: HTML, CSS, JavaScript
* Database: Firebase(If Needed)
* Version Control: Git
* Frameworks:
* Web hosting: HostGator
* Object Oriented Programming: Classes, Inheritance, Encapsulation

4.2 Software Documentation

* Documentation exists to provide product functionality, combine project - related information and allow space to talk about any questions or concerns between stakeholders and developers.
* Documentation plan:
  + From the start to finish, the documentation goes over different aspects of the projects such as: high level requirements, test plans, test documentation, system documentation, installation guides, user manual and the final report. Below, we will expand over each part of the plan.
  + High level requirement:
    - Describes what the system should do and how it should do it.
  + Test plan:
    - How to test and what to test.
  + Test documentation:
    - Documentation of the testing itself.
  + System documentation
    - Class diagrams, Code comments.
  + Installation guides:
    - How to install it.
  + User manual
    - How to navigate and use it.
  + Final report:
    - Summary and conclusion.

4.3 Project Support Functions

* Testing:
  + Test plans
  + Test procedures
  + Unit testing
  + Integration testing
  + Alpha testing
  + Beta testing
  + Acceptance (final test)
* Configuration control
  + Program code changes
  + Requirements and design changes
  + Game versions?
* Quality assurance:
  + Make sure this works at the end

5. Work Elements, Schedule, Budget

5.1 Work Breakdown Structure