Software Requirement Specification (SRS)

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1. Introduction

1.1 Purpose

The purpose of this document is to specify the requirements for a website that includes a database, a server, and a frontend, as well as an integration with the Riot Games API for League of Legends.

1.2 Scope

The website will allow users to create accounts and login to access various features related to League of Legends, such as viewing their in-game statistics and match history. The website will also include a database to store user information and in-game data, as well as a server to handle requests from the frontend and the Riot Games API.

1.3 Definitions, acronyms, and abbreviations

- API: Application Programming Interface
- GUI: Graphical User Interface
- SRS: Software Requirement Specification

2. Overall Description

2.1 Product perspective

The website will be a standalone product that can be accessed through a web browser.

2.2 Product functions

The website will have the following functions:

    - Allow users to create accounts and login to the website
    - Allow users to view their in-game statistics and match history for League of Legends

Provide a user-friendly GUI for accessing the website and its various features

2.3 User classes and characteristics

The website will be used by individuals who play League of Legends and want to view and analyze their in-game data. These users will need to have a web browser and internet access in order to use the website.

2.4 Operating environment

The website will be accessible through modern web browsers on desktop and mobile devices. The website will also require a server and a database to run.

2.5 Design and implementation constraints

The website must integrate with the Riot Games API in order to provide certain features related to League of Legends. The website must also be developed using a modern web development framework, such as React or Angular.

2.6 User documentation

The website will include built-in help and documentation for users to reference when using the website and its various features.

2.7 Assumptions and dependencies

- It is assumed that the Riot Games API will be available and functioning properly at all times.
- It is assumed that users will have a web browser and internet access in order to use the website.

3. External Interface Requirements

3.1 User interfaces

The website will have a GUI that is accessible through a web browser. The GUI will be designed to be user-friendly and intuitive, with clear and concise instructions and prompts for users to follow.

3.2 Hardware interfaces

The website will require a server and a database in order to run.

3.3 Software interfaces

The website will integrate with the Riot Games API in order to provide certain features related to League of Legends.

3.4 Communications interfaces

The website will communicate with the server and the database, as well as the Riot Games API, in order to provide its various features.

4. System Features

4.1 Account creation and login

Users will be able to create accounts on the website by providing their email address and a password. They will then be able to login to their account using their email address and password.

4.2 In-game data

Once logged in, users will be able to view their in-game statistics and match history for League of Legends. This will include information such as their overall win rate, average kills and deaths per game, and their most played champions.

4.3 User-friendly GUI

The website will provide a user-friendly GUI for accessing the various features of the website. This will include clear and concise instructions and prompts for users to follow, as well as intuitive navigation and design.

5. Other Nonfunctional Requirements

5.1 Performance

The website must be able to handle a high volume of traffic and requests without experiencing significant performance degradation.

5.2 Security

The website must implement appropriate security measures to protect user information and prevent unauthorized access to the website and its features. This may include measures such as encryption, secure authentication, and access controls.

5.3 Compatibility

The website must be compatible with modern web browsers on desktop and mobile devices.

6. Other Requirements

6.1 User documentation

The website must include built-in help and documentation for users to reference when using the website and its various features.

6.2 Accessibility

The website must be designed and implemented in a way that makes it accessible to users with disabilities, in accordance with relevant accessibility standards.