

The final product of this project is rather complete. The current version is highly dependent on the API to be live but it does store some data in a SQLite database. Other than the recent games section every other part can run without the API. One problem we ran into is with the emulator losing internet connection and slowing down significantly. However with a physical phone, the app ran smoothly and did not drop connection. The app is also heavily dependent on the DOTA2 Wiki pages. One thing we could have added was our own written data for each hero and item along with pictures.