

Stage 4 — Capstone Project Interface Design

This document details the User Interface (UI) and User Experience (UX) design process for the **GG-Stats** application.

1. Application Purpose

GG-Stats helps Dota 2 players and enthusiasts **quickly understand the current meta** and make better decisions before and during matches. It aggregates and processes professional match data to surface the most relevant competitive insights.

Value for Users

- **Reduce Research Time:** Consolidate data scattered across multiple sites into a single, trustworthy source.
 - **Actionable Insights:** Provide clear, summarized statistics (e.g., win rate, pick rate, synergy metrics) to inform hero and item choices.
 - **Ease of Use:** Offer simple comparisons and recommendations tailored to the needs of competitive players and analysts.
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2. Users' Objectives and Scenarios

Primary User Personas

1. **Competitive Players (Ranked):** Need quick, actionable data (picks and items) for immediate pre-game decision-making.
2. **Content Creators/Analysts:** Need deeper insights to review patch trends and popular pro strategies.

Core Objectives

- Find the **best heroes right now** by browsing the complete list and searching.
- See **recommended items** and **top players** for a selected hero by game phase.
- Explore **top hero pair synergies** (`Highlights.jsx`) for team composition planning.

Scenarios

Scenario	Description	Steps
Basic Scenario: Pre-game Quick Check	The user needs to find a hero's item build and see top players for inspiration before a match.	1) Open /heroes . 2) Use Search bar. 3) Click View to navigate to /heroes/:id/items . 4) Scroll to Items Grid and Top Players .
Advanced Scenario: Composition Synergy Planning	The user is building a composition and wants to find the most powerful or emerging hero synergies.	1) Open /highlights . 2) Scan Emerging Synergy pairs. 3) Scan Top Synergy pairs. 4) Check Trending Popularity . 5) Note hero combinations.

3. Key UI Elements and Wireframes (Low-Fidelity Design)

Page and Component Inventory

Page	Implemented Component	Essential Elements
Home (/)	Home.jsx	Logo, Animated Welcome Text, "Get Started" Link.
Heroes List (/heroes)	Heroes.jsx	Animated Title, Search Bar (filtering), Hero Image Grid .
Hero Detail (/heroes/:id/items)	HeroItems.jsx	Hero Header (Portrait, Title), Item Grids (by phase), Top Players Grid .
Synergy/Highlights (/highlights)	Highlights.jsx	Three Sections: Emerging, Top, and Trending Synergy, Hero Pair Cards .
Teams List (/teams)	Teams.jsx	Title, Team Logo/Name/Rating Cards .
Search (Placeholder)	Search.jsx	Title, Input for Player Search, Go Button.
About (Conceptual)	N/A	Methodology, Data Sources.

Wireframe Summaries (Schematic Layout)

- Heroes Layout (Heroes.jsx):** [Title] > [Search Input] > [Responsive Grid of Hero Cards]
- Hero Detail Layout (HeroItems.jsx):** [Hero Portrait + Title] > [Items by Phase (4 Sections)] > [Top Players Section]
- Highlights Layout (Highlights.jsx):** [3 Distinct Titles] > [3 Corresponding Pairs Grids]

4. Mockup — Visual Language

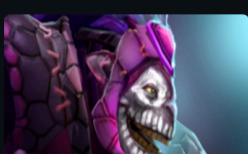
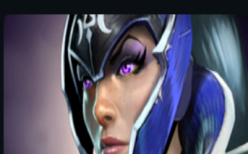
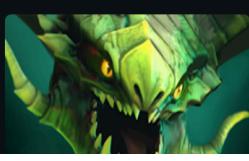
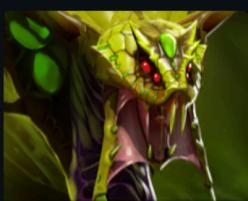
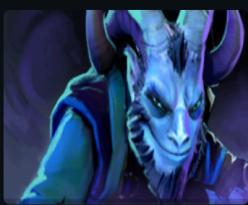
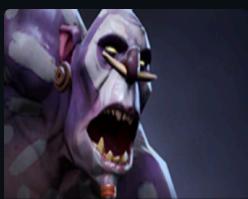
- **Typography:** Red Hat Display.
 - **Color Palette:** Dark Mode base with high contrast, using vibrant accents for action buttons and links.
 - **UI Components:** Consistent use of **Card/Box** components for easy scanning of heroes, teams, items, and pairs. Numeric data will be aligned for comparison.
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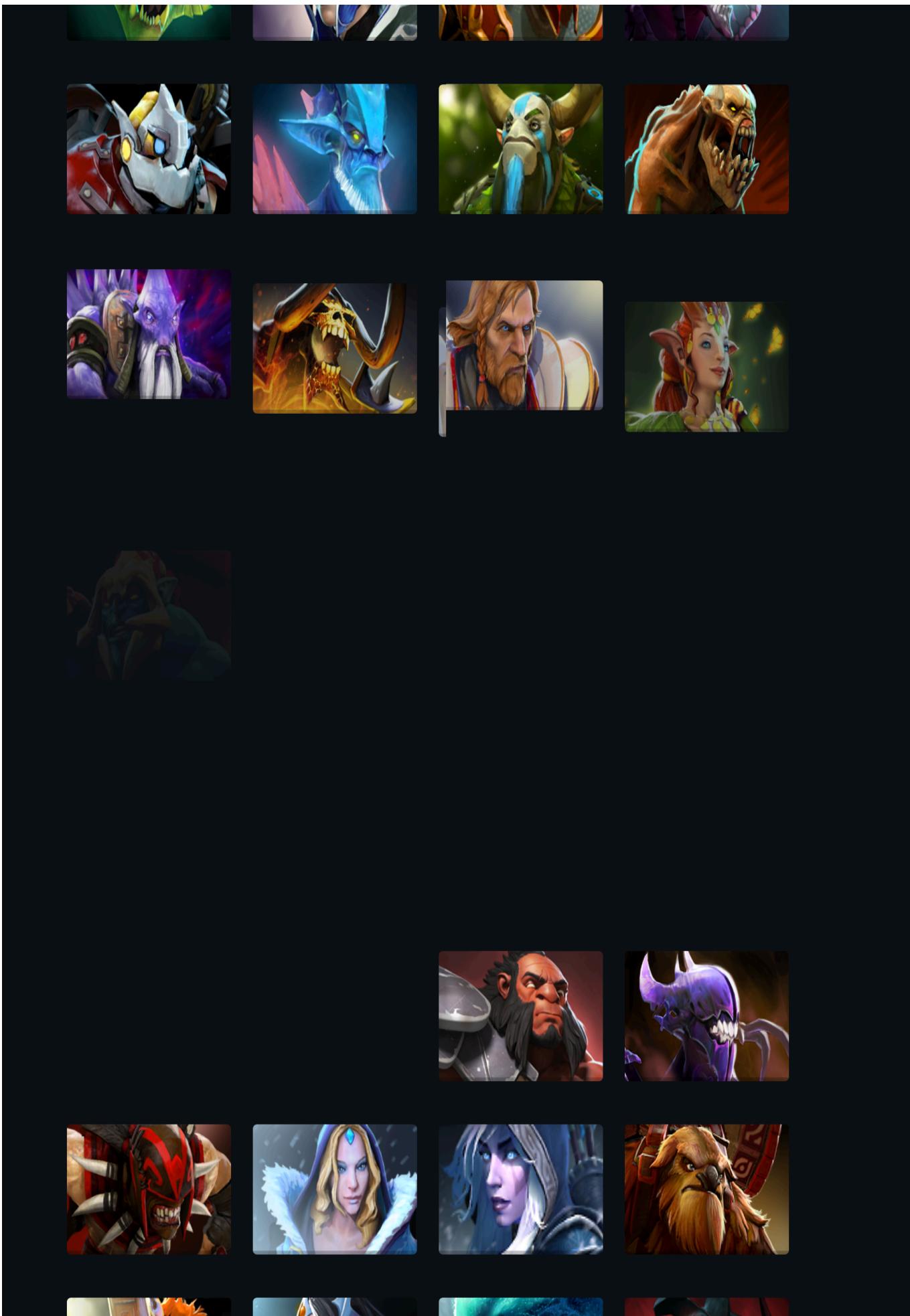
5. Transfer Prototype to HTML/JS

Heroes List Page

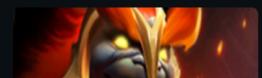
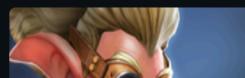
Heroes

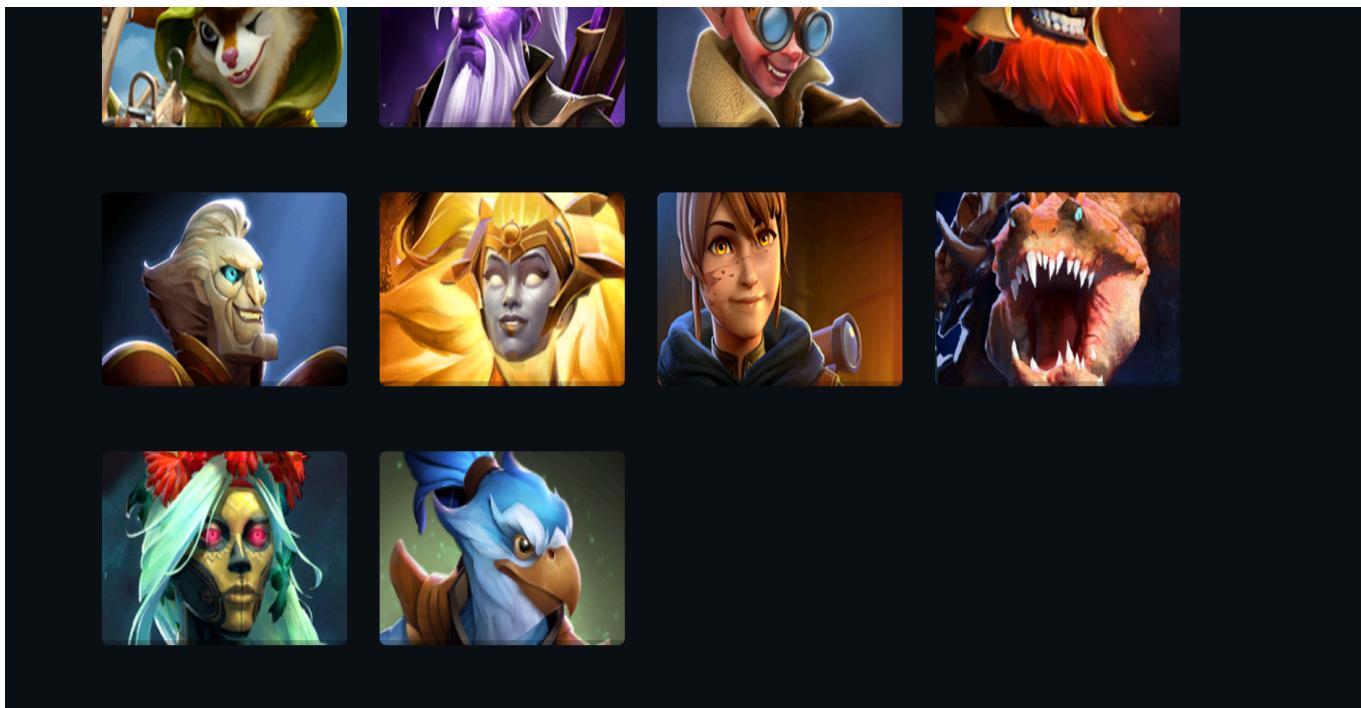
Search for heroes











Teams List Page

GG Stats

Top Teams

Team Falcons

DIVISION

CyberBeach 1

RR Team

Vortexa Gaming

Cloud9

Team Tidebreaker

Aurora Cupbat

STORM

VCL Storm

Team Shiro

Chimera Fornite

Team Liquid

Geek Fam

TSM

MP

Team MP

ELIMINATED TALON

Rockland Business

Thunder Fornite

VR Deadline

Business Club

Team Orca

Aurora Gaming

Industrie Gaming

RSC Quest

NAVI India

BigGespoed

Darkside

FlyOrDie

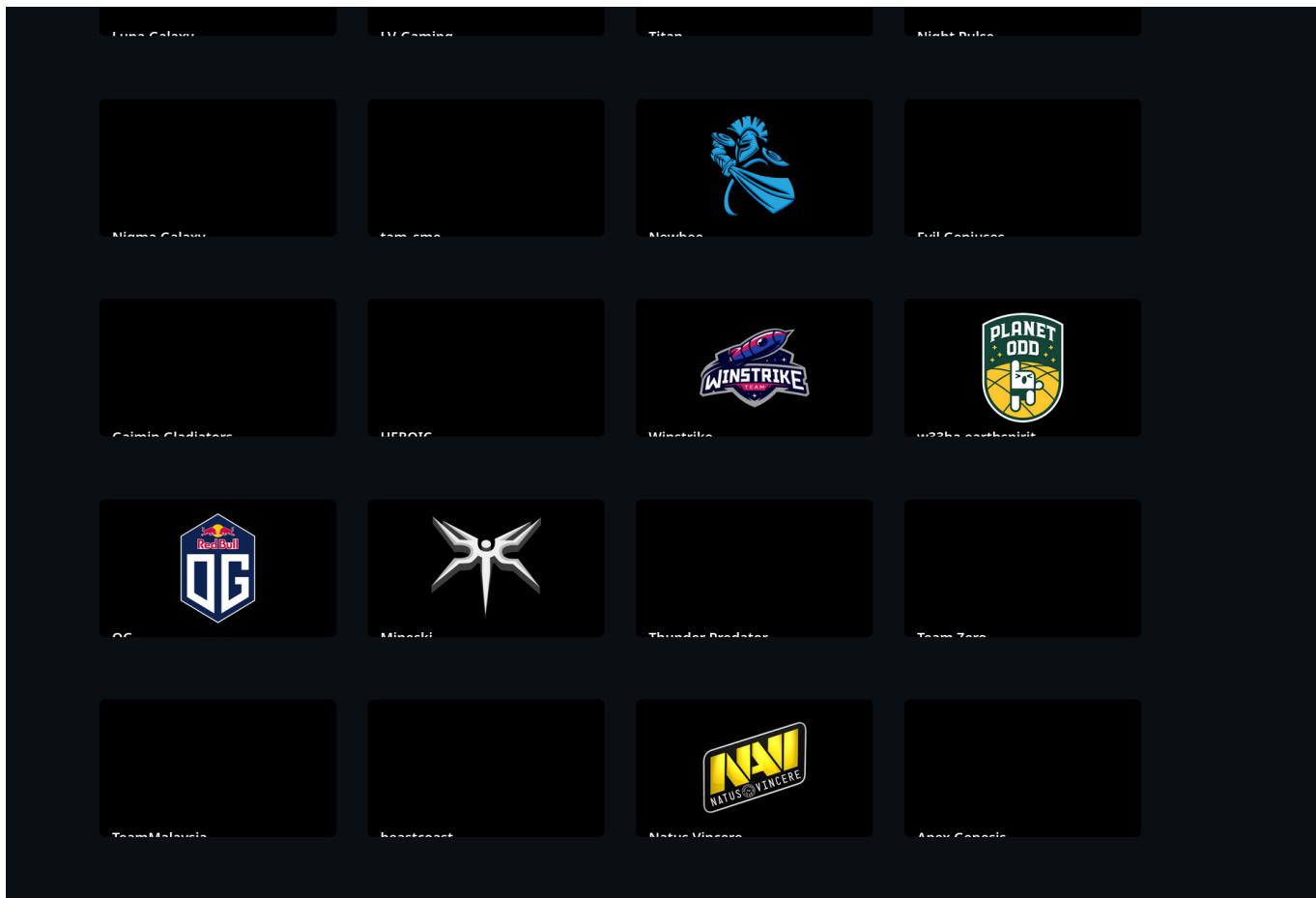
Team EMC

Team Scream

Team Zeta

Team Alpha

Team Beta



Hero Items Detail Page

 GG Stats

 Popular Items - Kunkka

Start Game (0-10m)

Chainmail	Bracer	Blades Of Attack	Boots	Phase Boots	Circler	Magic Stick	Magic Wand

Early Game (10-20m)

Tpscroll	Blade Mail	Broadsword	Chainmail	Ogre Axe	Relic	Talisman Of Evasion	Radiance
Staff Of Wizardry	Point Booster	Blade Of Alacrity	Clarity				

Mid Game (20-30m)

Tpscroll	Ogre Axe	Blade Of Alacrity	Mithril Hammer	Ultimate Scepter	Black King Bar	Point Booster	Helm Of Iron Will
Platemail	Crown	Staff Of Wizardry	Veil Of Discord				

Late Game (30m+)

Gauntlets	Branches	Quelling Blade	Tango	Circler	Ward Observer	Tpscroll	Faerie Fire
Ogre Axe	Platemail	Aghanims Shard	Magic Stick				

Top Players

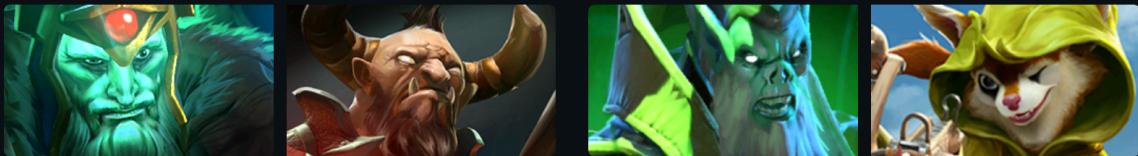
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 xx Score: 8410.82	 JЭр Score: 8409.34	 Marbo Score: 8402.70	 ката Score: 8393.41	 Sh6 Score: 8391.80

Highlights Page (Synergy)

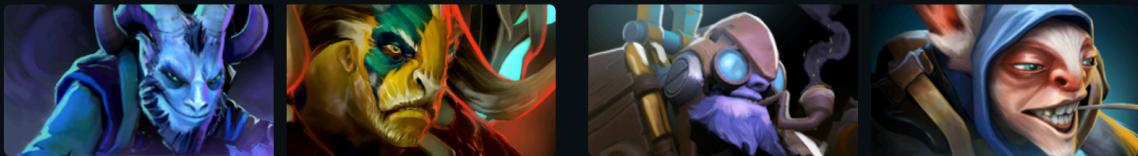


GG Stats

Emerging Synergy



Top Synergy



Trending Popularity

