League of Legends Profile App

Schedule

Week 1.

Be able to communicate with the API, Create the Skeleton layout of the application. Get champion info, lore. Get list of items. Get the list of runes available. Get the list of summoner spells. Get familiar with the api and how the requests work.

Has rate limit issues.

Week 2.

Figure out what the rate limits are and how to work around it. Maybe permanently store the static data somewhere since the query is a very big one. Potentially get a project app approved so that you can access the API through a different endpoint.

Create a lookup functionality and get data regarding a certain summoner(user). Get data on how many games they have won or lost, what rank they are, what champions they play. Try to use the prepared methods instead of fetching the API link. Properly display all the data and user interface.

Week 3.

Data analytics on the user’s data either login or default user (the user that provides the api key). KDA (Kills/Deaths/Assists), Game duration, number of hours played.

Continued data analytics but compare it to top players either by division or in the entire game. Gather the friends list of the user and be able to get all the above information by navigating with new inputs.

Week 4.

Compare the player’s data with that or pro players or the average of other players by division. Be able to login and message friends of the player.

Legend:

Black – Original Plan

Blue – Changed Plan