User Manual

CSE 412 Final Project Group 17

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YouTube Link: https://youtu.be/02ZSLztDy9k

GitHub Link: https://github.com/atmorga3/CSE412FinalProject

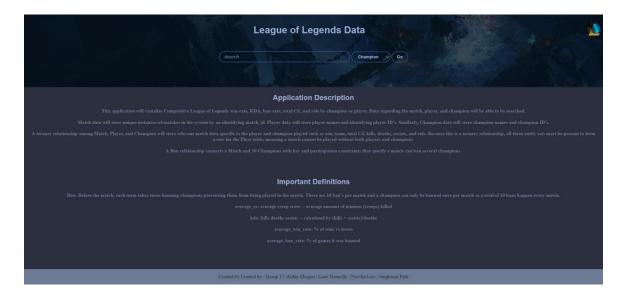
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Pages

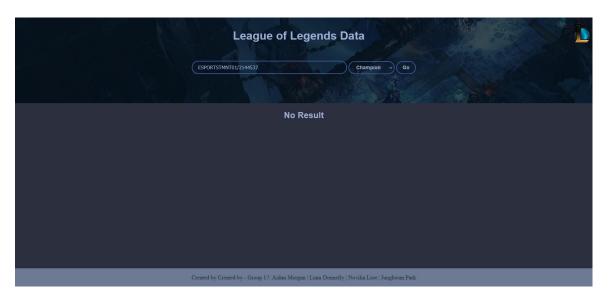
Home Page

The home page is accessible anywhere on the website by clicking the "League of Legends Data" title. It allows users to search the database as well as read explanations for League of Legends related terminology or content like "CS" or "KDA."



Results Page

The results page displays the user's requested data in table format while still allowing the user to perform more searches. If no result could be found, then the results page will display a text stating "No Result."



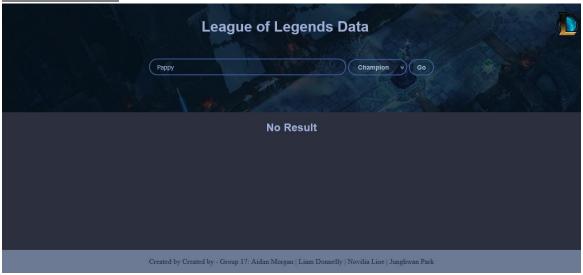
Searching

Each search is categorized under one of three categories: champion, player, and match. Each category can be selected from the drop-down menu located next to the search bar. Any search that cannot be found will return with "No Result."

Search Bar

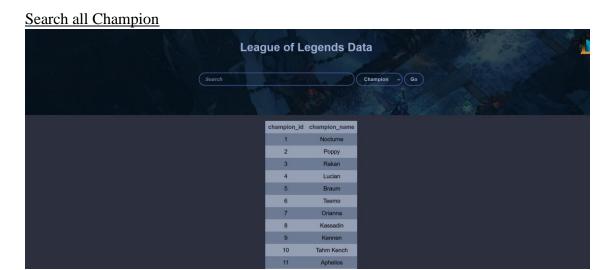


Search Not Found



Champion Search

Users can select the "Champion" category from the drop-down menu and enter a champion identification number or champion name to search for relevant data regarding that champion, which includes average CS, average KDA, average win rate, and average ban rate. Leaving the search bar empty with the "Champion" drop-down option selected and searching will result in a table of champion identification numbers and names that can be used as a reference if users are not familiar with champions.





Player Search

Like champions, players can be searched by their player identification number or player name. Searches for specific players will return a table of all matches they have played in within the records of the database and statistics on average win rate, CS, and KDA. User can use the returned data to further search for specific matches they are interested in. Leaving the search bar empty with the "Player" drop-down option selected and searching will result in a table of player identification numbers and names that can be used as a reference if users are not familiar with players.





Match Search

Matches can be searched by their match identification numbers. Match identification numbers can easily be found through a player search (described under "Player Search" of the user manual) or by leaving the search bar empty and searching with the "Match" drop-down option selected to reveal a table of match identification numbers. Searching for a specific match will return match information for each of the ten players such as what champion and role they played.



Search Match: ESPORTSTMNT01/2144537

