System Requirements

* Platform
  + Smashr is a browser based solution, using JavaScript to communicate with the backend server. For consumer use, all that would be needed is an updated web browser and internet connection.
  + For full database implementation, this project was built for Windows machines, using Typescript and Angular 2, while using a MySQL database. See Deployment doc for more info.

Using Smashr

1. Navigate to smash.html in the repo folder. If that fails, you can bypass this start page by navigating to localhost:5000 or an alternative hosted URL.
2. Select a character to be given stats about that character, including win/loss percentage, stage picks, etc.
3. Alternatively, select a Player from the dropdown to view stats about the specific player, including character pick rates, win rates, etc.
4. Enter data if desired in the “Match Entry” field