**FR 1: UI interface**

We will create a user interface that somewhat resembles the League of legends client. Both teams will have their champions on the left side.

In the middle there will be a box with the champions. As selections are made. The program will update with the current best champions to pick, the moderate champions to pick, and finally the worst champions to pick.

* The interface will, for the most part, resemble the League client. Champions will be picked by their picture in the middle of the box.
* 5

There will also be boxes to separate the champions into the corresponding lanes. Making it easier to pick for the lane you want.

* *Desirable*
* 3

**FR 2: Database of champions**

Create a database that holds information relevant to each champion in the game.

* The table will hold information such as name, position, mobility, sustain, damage, etc.
* 1

Create a table that holds information on which champion is stronger versus another champion.

* The table will have a list of each champion on the rows and columns. Making sure each champion has a number value associated with each other champion, and vice versa.
* 2

Create a table that includes information on which summoner spells are good versus certain champions.

* *Optional*
* 1

**FR 3: Counter-pick Algorithm**

Create an algorithm that sorts through the champion counter table, and outputs the list of possible counters.

The counters will represent the enemy team as a whole, and not a single champion counter pick.

Included in the algorithm will also be the ability to recommend champions based on team synergy.

* The search will find 3 tiers of champions to display, good, medium, and bad.
* The search will automatically change the counter picks whenever a new champion is selected.
* 21