

Members: Chang-Syuan Wu, Andrew Chan, Jenish Patel, Parathan Vakeesan

#### Description of Application

- Comparing winrates to playrates in League of Legends across different periods (will need to determine specific ways of dividing periods and how Kaggle supports this data related to time)
- Production data would be taken from Kaggle to be inserted into database
- Users can add their own match histories to the data and would affect the overall stats shown
- The end user of such an application are League of Legend players who are interested in the analytics related to experience and its correlation to winning

#### Description of Platform

- Users will have to run the program locally for now but we may try to get it hosted on something?
- This will be a web application built using React in the frontend, Node in the backend and using mysql as the database (preliminary)

#### Member Contributions thus far

- Members are: Chang-Syuan Wu, Andrew Chan, Jenish Patel, Parathan Vakeesan
- Designation of tasks related to development have been decided with Chang-Syuan and Andrew working on the backend and Jenish and Parathan working on the frontend