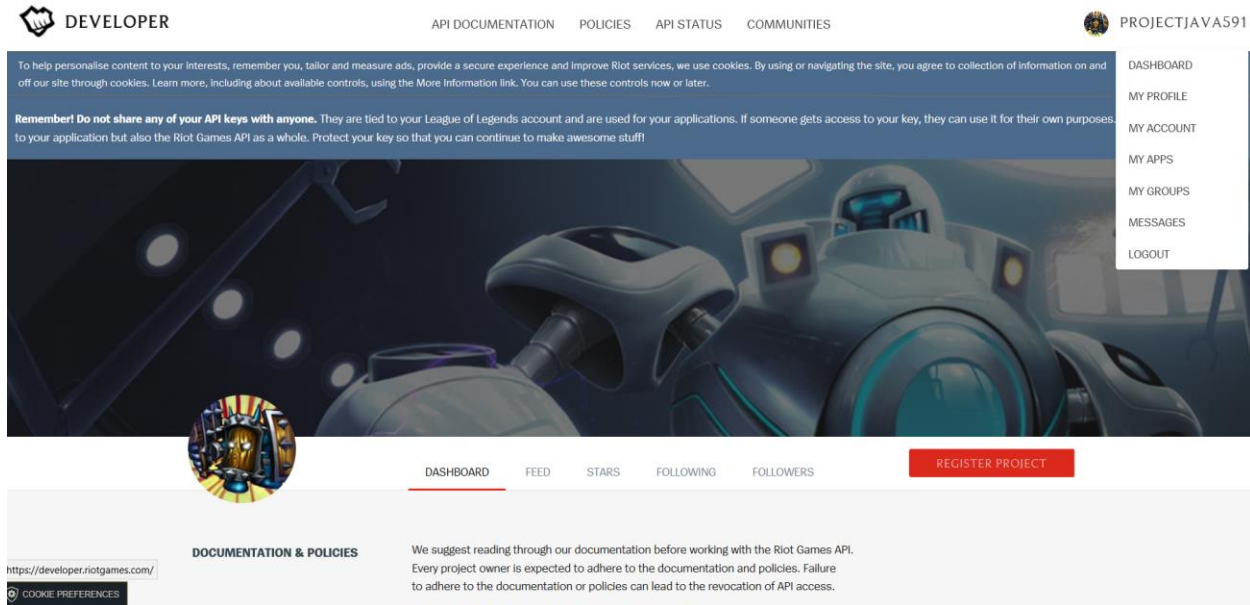


For this project, we need to get API key regularly because the provider has 24 hour limit refresh for each key

To start, please go to: <https://developer.riotgames.com/login>

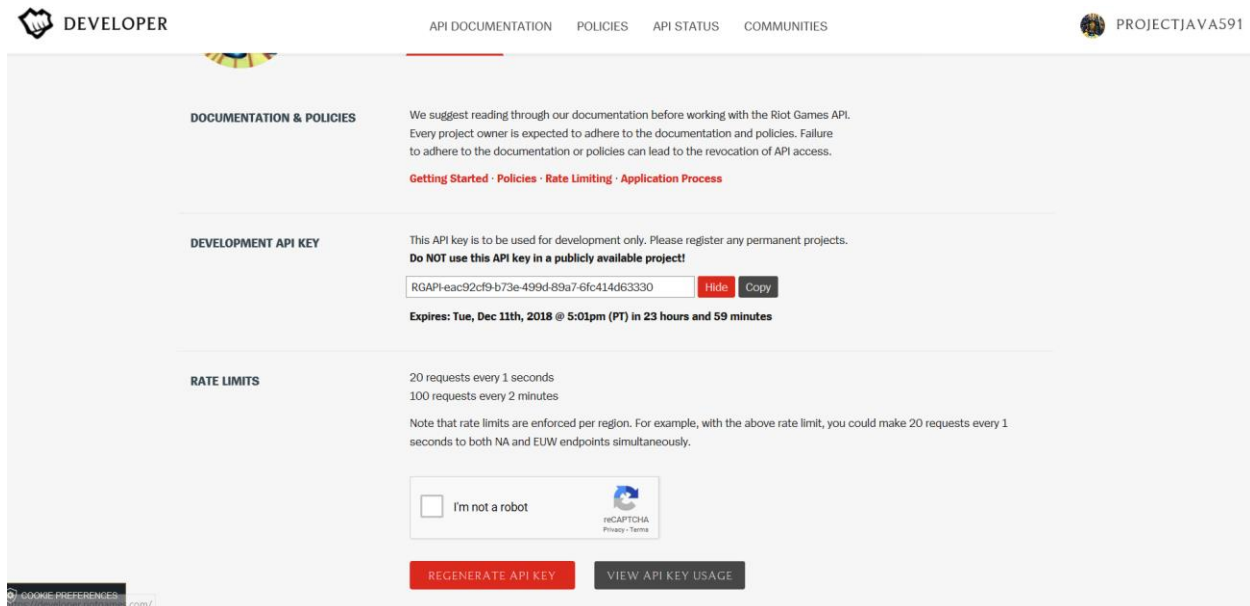
And log in with the following info: project591 password Javaproject1

After login, please go to dashboard through the icon at the top right corner:



The screenshot shows the Riot Games Developer Dashboard. At the top, there's a navigation bar with the 'DEVELOPER' logo, links for 'API DOCUMENTATION', 'POLICIES', 'API STATUS', and 'COMMUNITIES', and a user profile icon labeled 'PROJECTJAVA591'. Below the navigation bar, there's a large banner image of a League of Legends character. To the right of the banner is a sidebar menu with links: 'DASHBOARD', 'MY PROFILE', 'MY ACCOUNT', 'MY APPS', 'MY GROUPS', 'MESSAGES', and 'LOGOUT'. Below the banner, there's a 'DASHBOARD' tab selected, with other tabs for 'FEED', 'STARS', 'FOLLOWING', and 'FOLLOWERS'. A 'REGISTER PROJECT' button is visible. Below the dashboard tabs, there's a section for 'DOCUMENTATION & POLICIES' with a link to 'https://developer.riotgames.com/' and a 'COOKIE PREFERENCES' button. The main content area contains text about API documentation and policies, followed by links: 'Getting Started', 'Policies', 'Rate Limiting', and 'Application Process'.

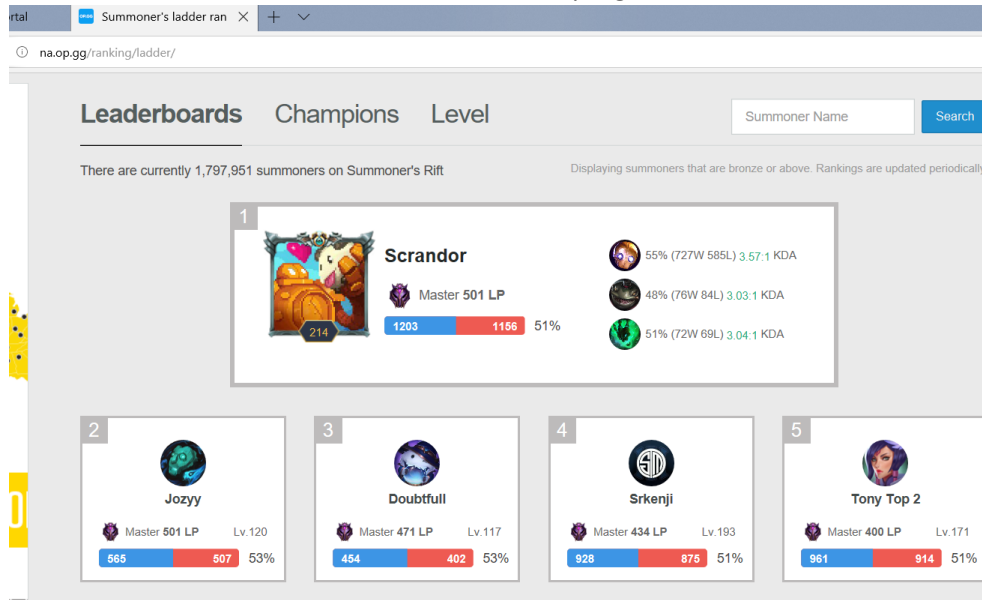
Scroll down and generate a new key:



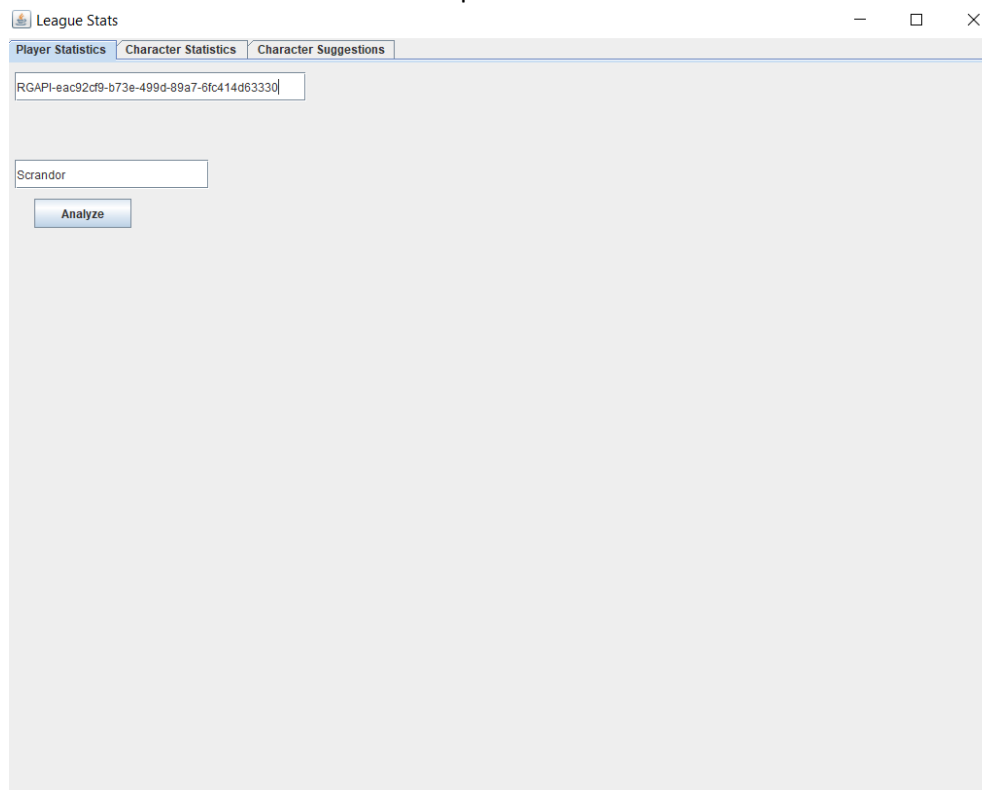
The screenshot shows the 'DEVELOPMENT API KEY' section of the Riot Games Developer Dashboard. The navigation bar is the same as in the previous screenshot. The 'DOCUMENTATION & POLICIES' section is visible at the top. Below it, the 'DEVELOPMENT API KEY' section is highlighted. It contains the text: 'This API key is to be used for development only. Please register any permanent projects. Do NOT use this API key in a publicly available project!'. Below this text is a text box containing the API key: 'RGAPI-eac92cf9-b73e-499d-89a7-6fc414d63330'. To the right of the text box are 'Hide' and 'Copy' buttons. Below the text box, it says 'Expires: Tue, Dec 11th, 2018 @ 5:01pm (PT) in 23 hours and 59 minutes'. Below the expiration date, there's a section for 'RATE LIMITS' which states: '20 requests every 1 seconds' and '100 requests every 2 minutes'. Below the rate limits, there's a note: 'Note that rate limits are enforced per region. For example, with the above rate limit, you could make 20 requests every 1 seconds to both NA and EUW endpoints simultaneously.' At the bottom of the section, there's a reCAPTCHA widget with the text 'I'm not a robot' and a 'reCAPTCHA Privacy - Terms' link. Below the reCAPTCHA widget, there are two buttons: 'REGENERATE API KEY' and 'VIEW API KEY USAGE'.

After obtaining the key, we can use for the project. The project has 3 functions as following:

- 1st Function Player statistics:
 - Return analysis of the entered user
 - Fill the API text box with obtained API
 - Fill the username box with some user you want to run analysis on (suggested list: <http://na.op.gg/ranking/ladder/>). The site takes different amount of games to analyze so there'll be difference between the site and the program.



- We take Scrador for username example:



- Then we press Analyze and wait for the analysis to come up:

The screenshot shows a web application window titled "League Stats". It has three tabs: "Player Statistics", "Character Statistics" (which is active), and "Character Suggestions".

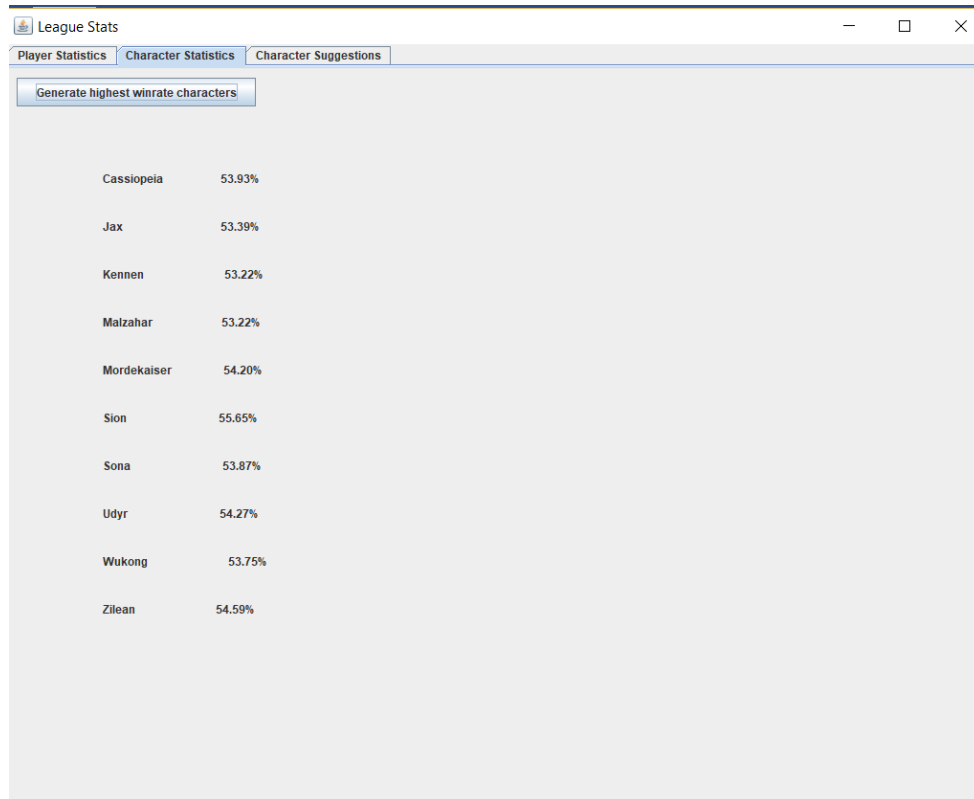
Under the "Character Statistics" tab, there is a text input field containing the Riot Games API key: "RGAPI-eac92cf9-b73e-499d-89a7-6fc414d63330". Below this is another text input field containing the name "Scrander".

Below the input fields is a blue button labeled "Analyze".

Below the button, the application displays three sections of character statistics:

- Most played characters:**
 - Blitzcrank: 29W 19L 48T 60.42% WR
 - Sivir: 5W 4L 9T 55.56% WR
 - Graves: 5W 4L 9T 55.56% WR
- Highest win rates:**
 - Jarvan: 1W 0L 1T 100.0% WR
- Lowest win rates:**
 - Ashe: 0W 1L 1T 0.0% WR

- The program needs to get match data slowly because the API limit from the provider. The function can only work once every 2 min due to API limit.
- 2nd Function: Character statistics:
 - Generate what are the best (highest win rate) characters to play right now?
 - Click on the button Generate highest win rate character and the data will come up.



- 3rd Function: Suggest characters to play that fit user's preferences:
 - Answer the short questionnaire and press Submit, the list of character fitting that questionnaire will come up.

Quick beginner questionnaires: (score 1 to 3)

Do you enjoy dealing big damage?

☒ ☐ ☐

Do you want to be hard like a rock?

☐ ☐ ☒

Do you want to apply status effect on enemies (compromised by damage)

☐ ☒ ☐

How much do you enjoy moving fast

☒ ☐ ☐

Do you want to provide utilities to teammates rather than going solo?

☐ ☒ ☐

10 characters you should give a try

- Illaoi
- Swain
- DrMundo
- Neeko
- Chogath
- Garen
- Blitzcrank
- Darius
- Olaf
- Rumble