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Project Description

This project is a web app that:
- Compiles and displays statistics from various League of Legends matches
- Allows users to filter results based on team color, creep score, etc.

Dataset
https://www.kaggle.com/datasets/gyejr95/league-of-legends-challenger-ranked-games2020?select=Master_Ranked_Games.csv

Program components

__init__.py: Flask app, renders templates

graphs.js: uses the d3 library to generate graphs to visualize data
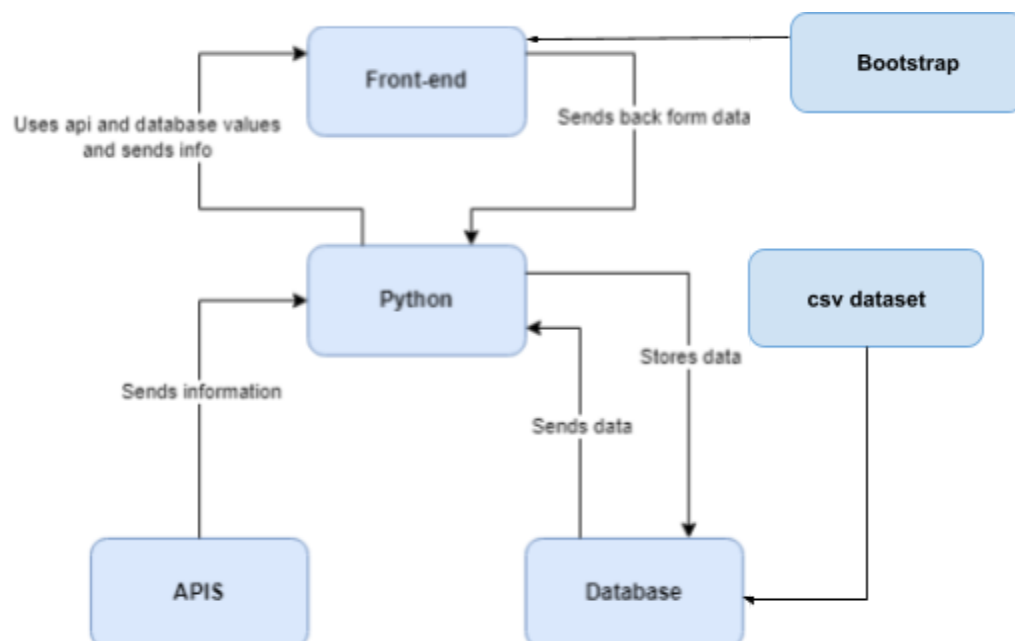
csv.py: parses CSV file

db.py: functions for adding, modifying, and retrieving items from DB.

index.html: Display graph win/loss statistics. Allow the user to filter results.

random.html: Displays random league match from our database so you can explore stuff
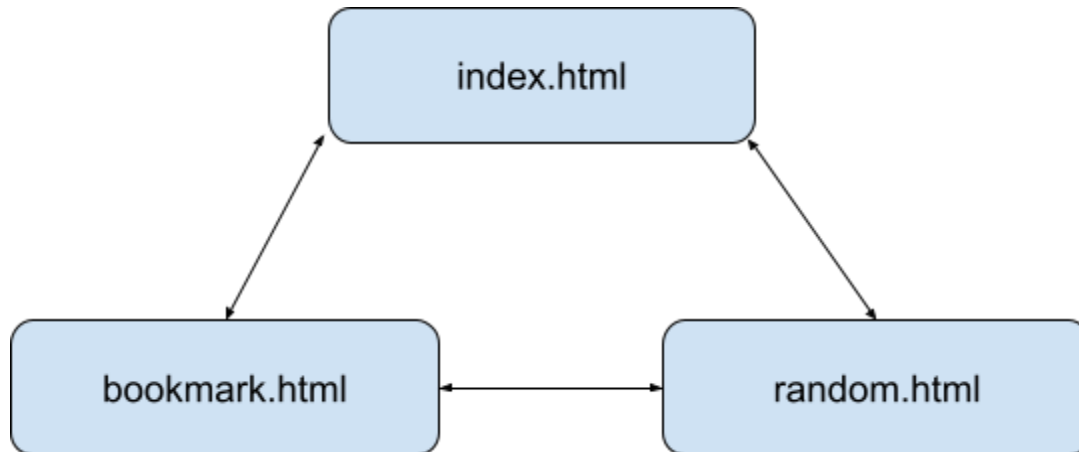
bookmark.html: Displays bookmarks of league matches

Component Map

Database organization

Dataset table: a table containing all the info of the dataset (csv.py)

Site map

Task distribution

Donald Bi - make the database
David Deng - html + bootstrap
Jacob Guo - css + js
Yat Long Chan - flask application

APIs
Not right now

FEF
Bootstrap because several of our group members have yet to experience
Bootstrap before, so we will try to incorporate it into our project to learn
it.