Working Prototype Known Problems Report

Product Name: ULOL.GG
Team Name: ULOL.GG Team
Data: 03/14/2023

Problems:

1) Specific usernames cause faults in our backend

- Certain usernames cause errors with the Riot api or are erroneous such as non-existent or unaccepted character usernames which can cause the API to return junk data or errors
- Sample fault causing usernames: pontes,kirotehr,x,x
- Location of fault is unknown
- No possible actions for removal of fault

2) Riot api rate limiting

- The Riot Developer Api has a certain rate limit which can cause some "Error Loading Data" error messages as certain summoner data cannot be pulled and our call is corrupted
- Location of fault all functions that make API calls can fault if the api key is hits the rate limit
- Possible to register with Riot Developer Team to upgrade api service to increase rate limit

3) Search bar on solo summoner page

- When attempting to type out any new characters or summoner name in the search bar on the solo summoner page the entire page automatically refreshes with the previous summoner name searched
- Location of fault: In the code for detecting changes in the search bar (App.js)
- Possible action: Alter the code so that instead of immediately querying the summoner name when it detects a change in the search bar it waits till the search button is clicked.

Plus: List of suggested user stories/acceptance criteria for actual
acceptance test/project review

- As a league player, I want to be able to see my summoner information
- As a league player, I want to be able to see my match history
- As a league player, I want to be able to see statistics about each match
- As a league player, I want to be able to see information about the enemy team
- As a league player, I want the website to analyze the enemy player's habits to give me an advantage