**COMP 1536 Milestone 1: Project Proposal** Howe Ho Wai Chan

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**Preface:**

Our website deals mainly with the online video game, “League of Legends” (LoL). As a massive online battle arena (MOBA) game, players are pitted into two teams of up to five. In a normal game, each player is able to choose a different avatar (Champion) to control per game - each with a unique set of abilities and strengths. The ultimate goal is to destroy the opposing team’s victory building (Nexus) while protecting their own. Players may also seek to improve the potency of their Champion through the purchase of items, which may grant bonuses to specific statistics, or even give them additional abilities. League of Legends also has a strong competitive scene with tournaments where professional players skirmish among one another. League of Legends can only be played on Windows and Mac based computers. Additional information can be found at <http://gameinfo.na.leagueoflegends.com/en/game-info/>

**Purpose and Reasons:**

The primary purpose of our website is to inform players, both new and experienced, about the League of Legends lore, the central gameplay premise, as well as more advanced gameplay mechanics. The secondary purpose is to attract new players to League of Legends, and grow its community. A colorful presentation, combined with enthusiastically written articles on various player units and gameplay, should help to spark the interest of new visitors. We want a place where all manner of League fans, old and new, can come to find information about their favorite video game. There will no longer be a forum.

In addition, the site will also include reference materials, as well as up to date news about new Champions, customization options, sales, the League of Legends Championship Series (LCS), and game patch notes. It should also provide users with a bit of entertainment; a page with some fun gameplay videos from Youtube, and possibly from us, will give visitors something to sit back and enjoy. We will no longer include advertisements. Finally, we want to provide the community with a simple way to calculate damage dealt via a sophisticated online calculator which we will design and code ourselves.

**Target Audience:**

Our target audience is the League of Legends community and any prospective players, though anyone interested in the MOBA genre may be interested. The primary age group of players is between 10-40, with 90% of the players male, and 10% female, and about 60% of total players currently attending college.

**Content:**

To better format our content, we will use various forms of lists. These include a catalogue of Champions, abilities of each Champion, and an aggregated table of all Champion statistics.

We plan to showcase 20 Champions, which will be displayed to a user in a catalogue format. Each catalogue item will have a portrait of the Champion, its name, and some brief details. A user will be able to click on a catalogue item to show a separate page with detailed descriptions, statistics, abilities, role, lore and other related information pertaining to the Champion. There will be a dedicated page for videos and LCS.

There won’t be such a table any more. Instead, the statistics will be absorbed into each individual champion pages.A separate page will be available with embedded videos showcasing certain replays or strategies. If time permits, we plan on recording our own footage using video capturing software and video editing software such as Fraps and Adobe Premiere.

The main feature of our website is the damage calculator. Here, we will allow registered users to conveniently calculate damage values from a set of inputs such as Champion type, level, items and abilities. Detailed information such as damage/second, damage/ability, damage/resource may also be presented if time permits. Calculations are currently processed clientside with javaScript.

As mentioned above, we will offer users to sign up to access select features such as our calculator and replays. User signup and authentication will done in PHP and mySQL, with sanitized user input. A stretch goal is to integrate a “favouriting” system with the Champions and the calculator, so settings are saved across sessions.

**Success Factors:**

Critical factors for this website to succeed are as follows; researching and presenting a healthy amount of content that is both accurate and accessible to as many people as possible. The website must also be easy to navigate, and intuitively designed so as to allow even the most novice users to understand it. Technically, our website will be HTML 5 standards compliant, will have validated HTML and CSS files, and evaluated as accessible by WAVE. It is also important the website be well optimized to ensure smooth loading times. Lastly, it must have a well designed, attractive theme and layout to make the site a pleasure to look at and use.

**Evaluation of similar websites:**

A website which shares some similarities to our own is ‘<http://purpleside.net/>’, mainly in that it contains a simple damage calculator in which you can choose your Champions and pit them against one another. However, the design, layout and content of the website is lacking; the use of colour and the presentation of information is unappealing and cluttered. Our website will have a cleaner, more professional presentation that contains a broader scope of information.

‘<http://na.leagueoflegends.com/>‘ is the main website for League of Legends, and is very well designed. However, there is an overwhelming amount of content for newer users, yet is missing useful reference materials such as a damage calculator. Our website will include only the most important content for a player in such a way that users can browse through our website and find exactly what they are looking for in just a few clicks. Never the less, this website is what we will likely model our own on.

**Work plan:**

As our team are all in set B, our school schedules are identical. This allows us to easily meet up during our breaks and adapt to changes in our workload from other classes. In addition, we have shared our estimated availability outside of school to help further synchronize our weekly schedules. With this information we will host frequent meetings depending on project demands and other concerns. Communication of tasks finished and tasks to be undertaken for a week will be taken during meetings to keep the group on track. We will also look into using campus facilities such as the project rooms scattered around.

Technologies to help us work together will include a variety of messaging applications, such as: email, Facebook, Skype, text messages, and the occasional phone call. To help the group organize our code and other assets, we will use Google Docs, Filezilla, email, and a proper source control such as Git with Github.