

LoL helper Plan of Attack

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Purpose of Program

Output what a champion a League of Legends player should pick during draft phase of champion select. It is a web app.

Breakdown of Implementation

APICallHandler (Python)

Handles any API calls needed.

AllMatchHistory (Python)

Stores relevant details of past League games (not limited to games the user participated in), separated by rank.

UserInfo (Python)

Stores information about the user including summoner name, champion pool.

BestPicks (Python)

Calculates champions to pick in order of most favourable to least favourable.

User Interface (Firebase)

We use firebase for simplicity.

Problems

How to use information from previous games?

Previous game data should be processed and stored in a server. The application will retrieve the data stored on the server to be used.

How to not accidentally exceed API call limit?

An APICallHandler should be implemented to handle any API calls, which will keep track of API calls and make sure the application does not exceed call limits.

What information should be required by the user?

Summoner name, champion pool, red/blue side, bans

What information should be output to the display?

Recommended champions to pick in order of most favourable to least favourable.

What information should the program retrieve to achieve the goal?

From riot API: none

From server: match history information