

Working Prototype and Known Problems Report

Product Name: LoL Esports Tracker

Team Name: AGJMP

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Functions not working correctly:

- Error “Each child in a list should have a unique ‘key’ prop” when accessing the Compare tab in the Data page
 - **Source:** ComparePage.jsx - map function
 - **Solution:** Giving each child in a list a unique ‘key’ prop
- Warning for an Invalid DOM property for ‘frameborder’ and ‘allowfullscreen’ when accessing the Stream page
 - **Source:** StreamPage.jsx
 - **Solution:** Update syntax for twitch stream embedded object by using new property names
- Warning for validateDOMNesting() where the <body> cannot appear as a child of <div>
 - **Source:** StreamPage.jsx
 - **Solution:** Update code to correct HTML formatting where validateDOMNesting() doesn’t invoke where the <body> is a child of <div>

Problems with software:

- Requires CORS to access content from the database (Mongodb)
 - **Source:** server.py
 - **Solution:** Currently the security standard requires CORS. To avoid this, we would need to remove the CORS standard, which would create openings for data breaches.
- Cannot “unhover” a bar on the bar chart
 - **Source:** BarChart.jsx
 - **Solution:** create a custom tooltip class for hovering use
- With a many teams selected, hovering the far right bars may cut off the tooltip
 - **Source:** BarChart.jsx
 - **Solution:** Expand the svg element for the chart to include the tooltip width
- Parallel Coordinates line chart takes a few seconds to load (when changing leagues especially)
 - **Source:** ParallelCoords.jsx - unoptimized

- **Solution:** can calculate some things only once or on change, rather than on every render
- Parallel coordinates line chart is unintuitive and hard to use
 - **Source:** ParallelCoords.jsx - no instructions
 - **Solution:** provide simple instructions or “click and drag here” on page
- Charts are statically sized and don’t change based on screen size
 - **Source:** Body.jsx, BarChart.jsx, ParallelCoords.jsx - not accounting for window size
 - **Solution:** dynamically calculate chart size based on screen/window size
- Null data for a few players can result in empty spots on chart
 - **Source:** BarChart.jsx, ParallelCoords.jsx - not accounting for null data
 - **Solution:** Filter the data before passing in to visualizations, removing any null fields, OR display an empty bar or “no data” for null data
- Dropdown menus in Compare tab is dynamically sized rather than statically size, making them longer than the length of the screen space
 - **Source:** ComparePage.jsx
 - **Solution:** add statically assigned values to determine the maximum height of the dropdown menu (including a scroll bar)
- Sidebar is statically sized and does not fill screen height
 - **Source:** DataPage.jsx, datapagelayout.css
 - **Solution:** Modify the sidebar height so it dynamically resizes based on screen height