

Summary:

Our project is an application that stores player match data for the game: League of Legends. It will allow you to query information about user match histories, champion statistics and view team and item compositions. This project aims to help players improve their gameplay in League of Legends and assist developers through the use of historical data stored in our application.

Timeline:

SQL Script with Tables and Data

Translate the relational schema in Milestone 2 with a fair amount of instances into SQL.

- Members: Boris
- Time frame: July 28 - July 30

Final Schema

Compare and contrast the original schema to the one made after implementation.

Identify all data meant to be accessed through SQL statements.

- Members: Jason, Abbisheak
- Time frame: Aug 1 - Aug 4

SQL Queries List

Collect all queries used in our project and indicate the files where they can be found in the project and the line numbers.

- Members: Boris, Jason, Abbisheak
- Time frame: Aug 1 - Aug 2

GUI Base Development

Create layouts, buttons and actions that allow the user to implicitly declare queries that allow them to get access to data in the database.

- Members: Abbisheak
- Time frame: July 26 - July 30

Error Handling and User Friendliness (GUI)

Manage misinputs and bad requests that may break integrity constraints by visually notifying the user the reason their action was rejected.

Test the frontend of the project and ensure that it offers a friendly interface for any user independent of their technical knowledge.

- Members: Boris, Jason
- Time frame: Aug 1 - Aug 4

Integrate Queries with Backend (GUI)

Integrate SQL queries into Node.js backend and ensure that output and results are displayed and correct.

- Members: Jason, Boris, Abbisheak
- Time frame: Aug 1 - Aug 4

README and Project Description

What the project is and how the user can expect to find the project useful. Alongside a tutorial for how a user can navigate through the application.

- Members: Abbisheak, Boris, Jason
- Time frame: July 28 - August 5