Kevin Banze

Requirements gathering

Project – League of Legends App

Purpose – Give users the info needed to succeed in the game

Functional – Allow player to “research” enemy players to have a better idea of what would be good to build/champion to pick

Non-functional- Theoretically give players a better chance to win the game and improve rank

Interview – Worker at Riot games who focuses on development/database

Do you have any statistics on the percentage of games players dodge?

(Dodge is when you join a pregame lobby but then leave before the game starts,

It puts the rest of the players back in queue and forces you to wait 5 min before reqeueing.)

Do you think if players got to see the enemies before the game started it would be an issue?

Interview – Person who plays League of Legends

Would you benefit from seeing the enemy team before the game starts?

What else would you like to see in the app? Replay feature? Possible points of error in your game?

Would you dodge a game if you knew the enemy team had one player that had an extremely high win rate?

Linking app to your account:

1. Provide same username/password as your account
2. Set up preference on what you want to see as you enter a lobby

Post entering lobby:

1. Provide details of enemies
2. If enemy picks before you, display champions that play good against their champion
3. Show good team composition based on what champions your teammates pick

(What champions work well together)