

CS 115 Release Plan

LoL Stats

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LoL Stats – a League of Legends analytics web application built on Laravel, React, and D3.

Goal:

To build an eSports web application providing analytics for League of Legends gameplay by fully utilizing the Riot Games API. Using the data provided, and applying our own algorithms to break down player stats and provide rich, meaningful ways to improve your gameplay.

Sprint 1:

- As a developer I want to be able to work on the project.
 - 3 points
- As a developer, I want to be able to track analytics about users accessing my website in real time
 - 1 point
- As a player I want to access the website online.
 - 3 points
- As a player, I want to be able to see stats about myself to be able to analyze and improve my gameplay.
 - 21 points
- As a player loading into a game, I want to quickly view stats so I can outplay my opponent.
 - 5 points

33 story points accomplished

Sprint 2:

Match Analysis

- As a player, I want to see champion picks, bans, runes and masteries selected for a match
 - 5 points
- As a strategist, I want to see what people do at a certain time frame so that I can strategize the best way to win.
 - 13 points
- I want to see farm, damage, and other relevant match data at a specific time in the match
 - 8 points
- As a League of Legends player, I want to be able to pick great meta-champions so I can win solo queue.
 - 5 points
- As a LoL mentor, I want to show my students stats so that they can see how wins relate with game stats.
 - 7 points

38 story points accomplished

Sprint 3:

Community Section

- As a frequent LoLStat user, I want to view live Twitch Streams in a section of the website, so that I don't have to load a new page.
 - 8 points
- As a LoLStat user, I would like to watch a Twitch Stream on the community section of the website so I can also view stat analysis of the players.
 - 8 points
- As a trendy person, I would like to read interesting and noteworthy articles bookmarked and catalogued so that I can keep up-to-date with news.
 - 8 points
- Finalize product deployment strategies (branding and domain), build community endpoints
 - 8 points

Product backlog:

- As a player, I want to see every kill logged and displayed on an image of the in game map
 - 2 points
- As a player, I want to analyze ward placement and it's benefit by viewing ward placement over time and locations on d3 heatmap
 - 5 points
- (As a mobile app user, I want to be able to use the site quickly on my phone so that I don't have to tab out to see stats. I want to be able to view the website on my mobile phone, so the interface needs to be responsive)
 - 2 points
- As a teammate, I want to be able to see summoner statistics filtered for a specific role so I can recommend them what to improve on.
 - 5 points
- Android application
 - 13 points
- Filter stats based on time period (ie query for last seasons statistics, etc)
 - 8 points
- Twitch streamer -> summoner ID lookups, so we can watch twitch sidebyside while viewing summoner stats
 - 8 points

Sprint schedule:

Week 2: release and sprint planning; setup environment/tools; initial presentation

Week 3: finalize release and sprint planning; sprint 1

Week 4: sprint 1

Week 5: sprint 2

Week 6: sprint 2

Week 7: sprint 2

Week 8: sprint 3

Week 9: sprint 3; wrapup, final presentation

Week 10: final presentation; demo (acceptance test)