

Working Prototype Known Problems Report  
LoLStat, Release 1  
5/29/16

List all problems with your software that your team has identified. Include in the item entry the input/action that causes failure; location of fault (if known); possible action for removal of fault.

- Sometimes you need to reload the player page, Character Splash arts are not displayed on first request
  - The first lookup on a champion in the database will display broken images
  - This is because champion lookups are done dynamically (on request). This would not be an issue in production as all champions would be included in the seeded database.
  - This could be mitigated by pre-fetching all champion details before any lookups occur
- Only north american ranked matches can be displayed by our match page
  - That is because the different game modes return differently formatted data, and we were primarily interested in the north american ranked games, so we only implemented those (ranked is the most competitive game mode, and everyone in north american plays on the north american server).
- Sometimes you need to reload the match page, instead of the game stats a message shows that your selected game is not a north american ranked match
  - That is because the backend response is delayed, so that the frontend first displays the error message, usually it shows the data once received, but sometimes it requires a reload.
- Twitch Streams are not working correctly, as angular raises a security flag when injecting route parameters to iframe src
  - Visiting /stream/{twitch-streamname} causes an issue
  - Sanitizing the URLs in the controller and then injecting the stream dynamically could fix this
- New champion is not displayed yet (Riot API does not contain information about this champion yet)
  - Visiting a player who recently played a match as the new champion will yield an error
  - No possible action for removal since this champion does not have data released yet by Riot.
- If too many requests are made, our API reaches the threshold, and is blocked from making outbound API calls for an interval of time. This limit is defined by Riot, and we have no control over it.
  - Spamming repeated requests on non-looked up characters will yield a 403 forbidden error code on our outbound request to Riot servers
  - This rate limit could be fixed by applying for a full application key with Riot, which will raise our rate

- A further fix would require all of our requests to be made in the background by a worker, which notifies the client over websocket. This would place all riot API calls on a queue, which would be flushed as fast as our ratelimit, and requests would be queued in order of arrival.
- Live match does not correctly return api result
- Champion hover tooltips sometimes do not show correct champion
  - Visit a player profile, and hover over the champion image in the recent matches table. The name may not always be correct
- Certain champion images are not displayed correctly. This is because the champion names have special characters encoded, which are not translated to datadragon URL's properly
  - Visit a player profile who has recently played as "Kog'Maw," "Lee Sin," or another character with non-urlencoded names.
  - We could hard-code all these broken URL's into the backend, but we haven't thought of a more maintainable solution, so we've delayed implementation for now.