Statmaster Project Scope

## Project Overview:

Create a companion application of League of Legends. Currently the existing system is lacking in long term statistical tracking. Our aim is to create a system that will allow users to track long term statistics for review and reflection. As well as allow users to pre-plan out strategies for future games.

## Goals and Objectives:

1. Allow users to plan builds including:
   * Picking a champion, picking the 1-6 items they wish to use, setting their mastery ratio
2. Allow users to record game statistics based on champion played:
   * Kill/death/assist, items bought, gold gained, creep score, win/loss
3. Allow users to review previous game statistics
4. Allow users to view overall champion performance and stats
5. Create an easy to use interface to allow for the selection of champions, items and allow for easy data entry/review.
6. Create an Item and Champion database for our purposes.

## Scope Summary/Boundary Conditions:

Create a Gui for simple and clear usage. Create a database with the information required for the system to run as well as the ability to store the user’s data. Users can pre-plan builds, store end game statistics and review this data.

## Scope Details:

### Scope in:

Start Date: Wednesday January 25th, 2017

End Date: Wednesday March 22nd, 2017

### Out of Scope:

The Rune system

Sharing/exporting information(XML or CSV)

Extraneous end game statistics (Damage dealt/taken etc.)

Team information

User profiles