

Project description

Problem: This project focuses on three problems that E-sports teams are facing: scheduling scrims with other teams, keeping track of their games (official and scrims) and coordinating team members' availability.

1. User one: Scheduling Scrims
 - Goal one: Find which teams are available in the timeframe and region the user has selected
 - Goal two: Share their own team's availability to others
2. User two : Use our website to manage the team's schedule
 - Goal one: Allow team member to share their availability for analysis sessions, scrims, etc
 - Goal two: Track past records

Strategy:

To solve the problem, we need to implement the features below

1. Allow the user to search available teams
2. Allow the user to post their schedule
3. Allow the user to post their past matches

Api:

<https://docs.opendota.com/#>

The OpenDota API provides Dota2 related data including advanced match data extracted from match replays. You can find data that can be used to convert hero and ability IDs and other information provided by the API.