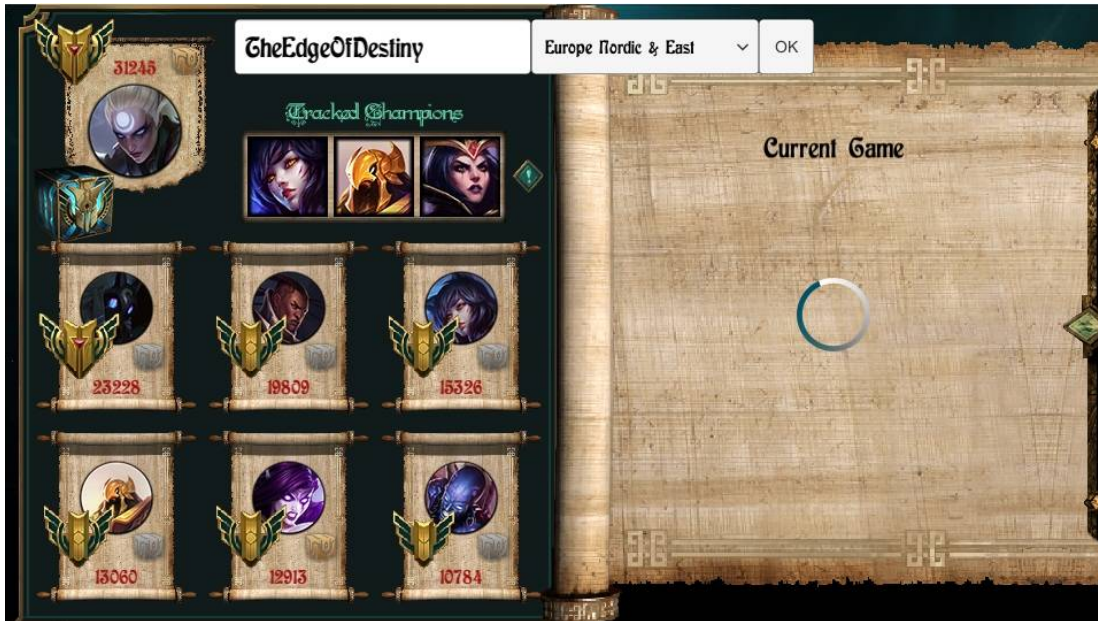


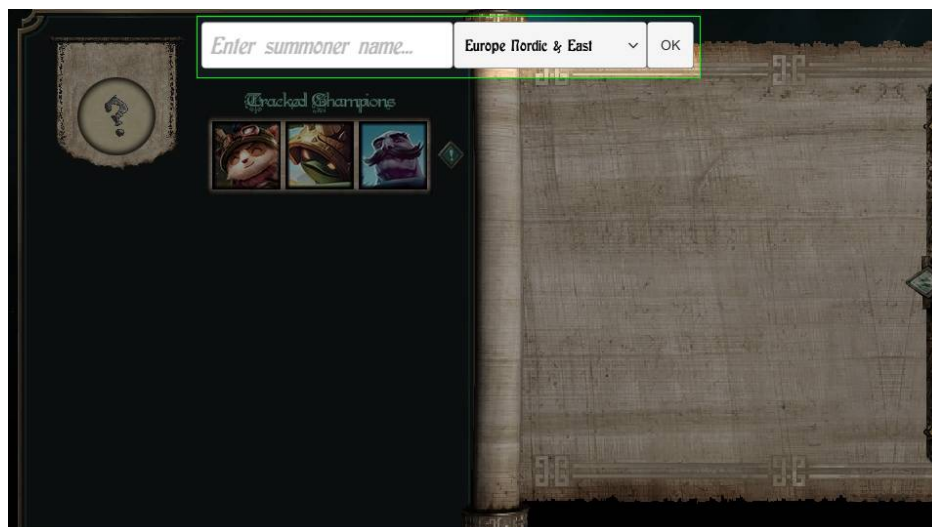
WhoIsMyOpponent LoL



This application implements following features:

- lookup summoner's top 7 champions with highest mastery with respective info: mastery level, score and whether mastery chest been granted
- lookup summoner's current game, his allies and opponents, their currently played champions and top 3 champions with highest mastery
- select up to 3 champions and if any of them are present in summoner's game, an observer replay will be written to disc
- see a list of champions that don't have mastery chest granted

1. Selecting summoner



1.1 Enter summoner name

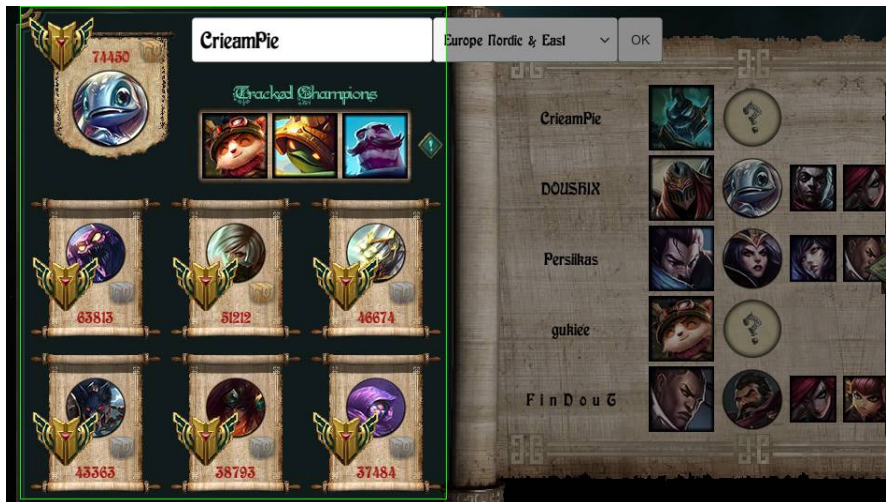
1.2 Select region from dropdown menu

1.3 Click OK button

2.1 A searching preloader will appear indicating that searching is in process



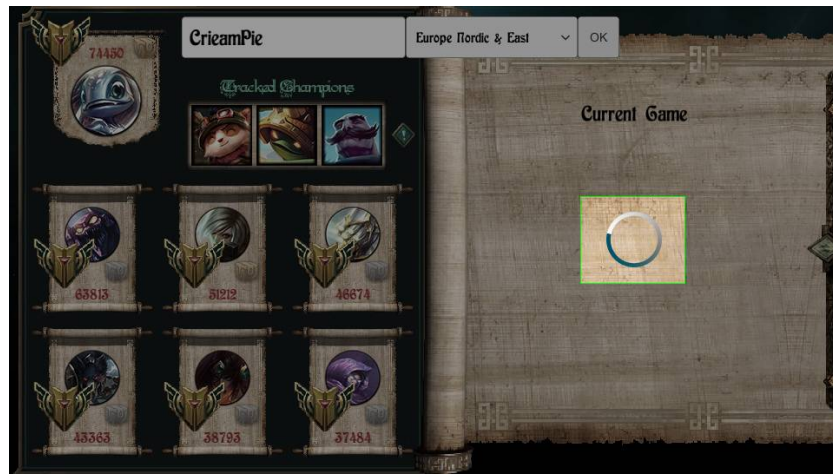
2.2 On successful finding summoner a sound will be played and summoner's data loaded in UI



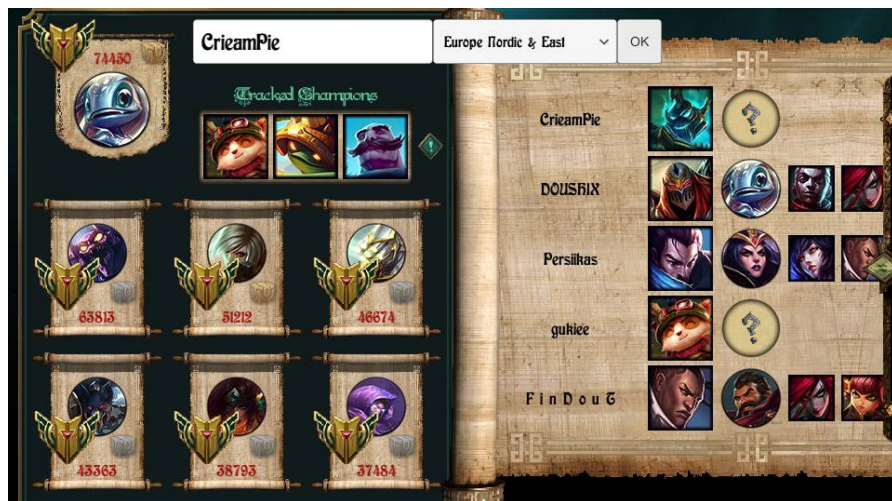
2.3 In case when summoner will not be found a popup will appear indicating that no summoner found

2. Current summoner game

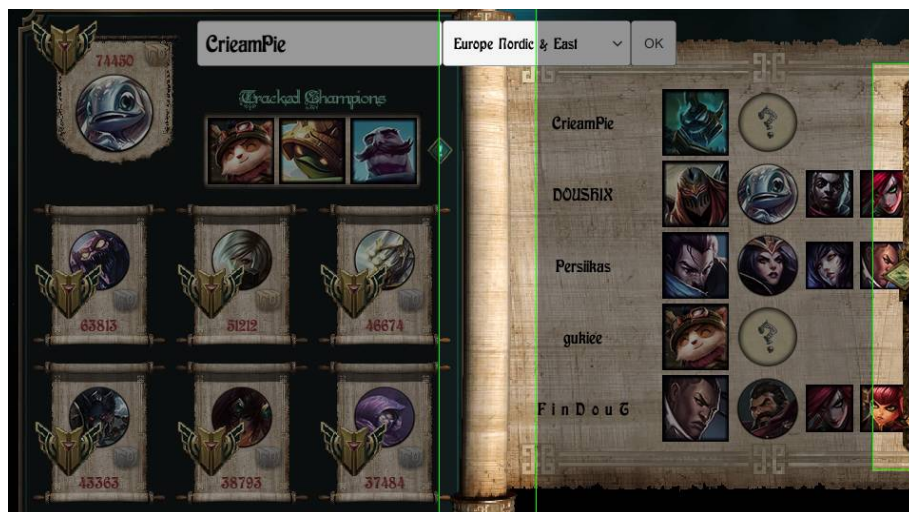
2.1 Immediately after summoner is found – his current game will be looked up – a spinner will appear in right side of UI



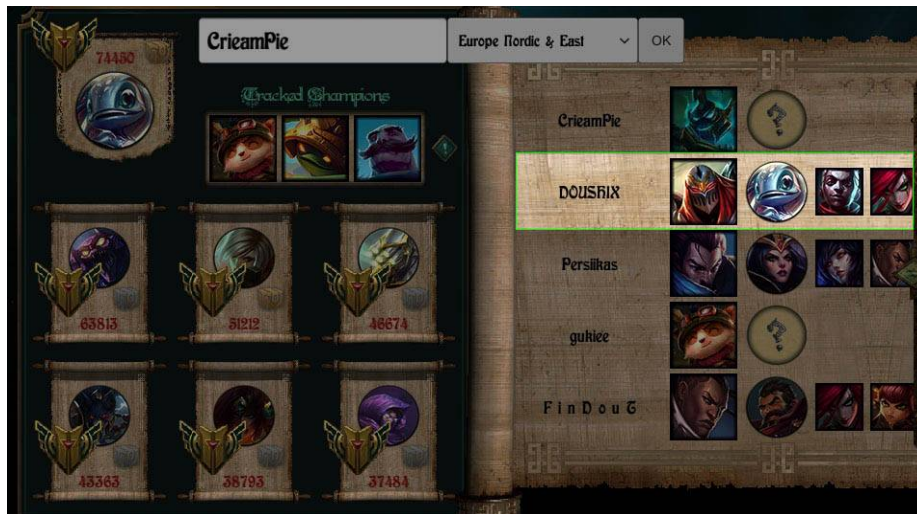
2.2 After game is found spinner will disappear and current game data will appear: opponents on the left side (visible by default), allies on the right side (hidden by default). Some information on summoner mastery will be shown: summoner name, currently played champion, main champion and two other champions with highest skill.



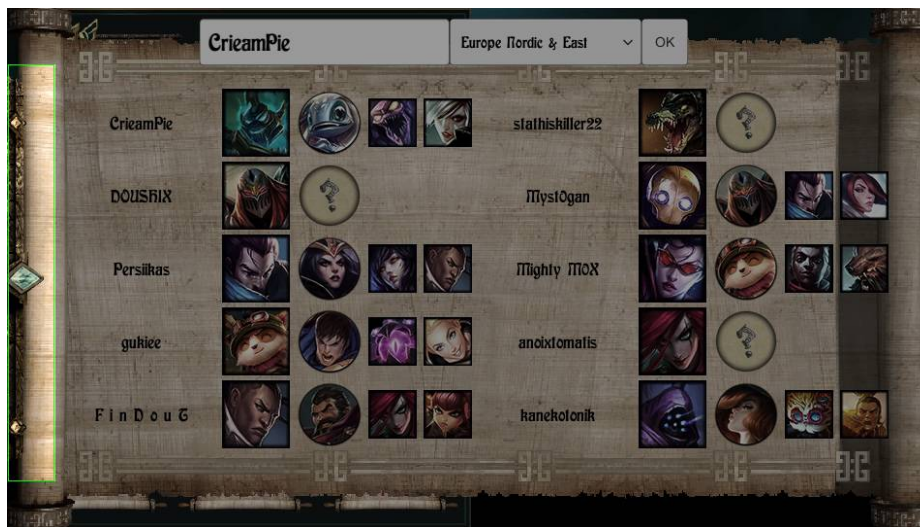
2.3 To display allies click on the thin ornament button on the right side or on left side of the scroll.



2.4 You can view any player's detailed information by clicking on him (anywhere in rectangle that covers player's record). New player will be loaded as new summoner and his data looked up.



2.5 You can collapse expanded panel back again by clicking on newly appeared ornament button on the left side of UI



2.5 When game will finish – game data will be cleared and circular spinner re-appear

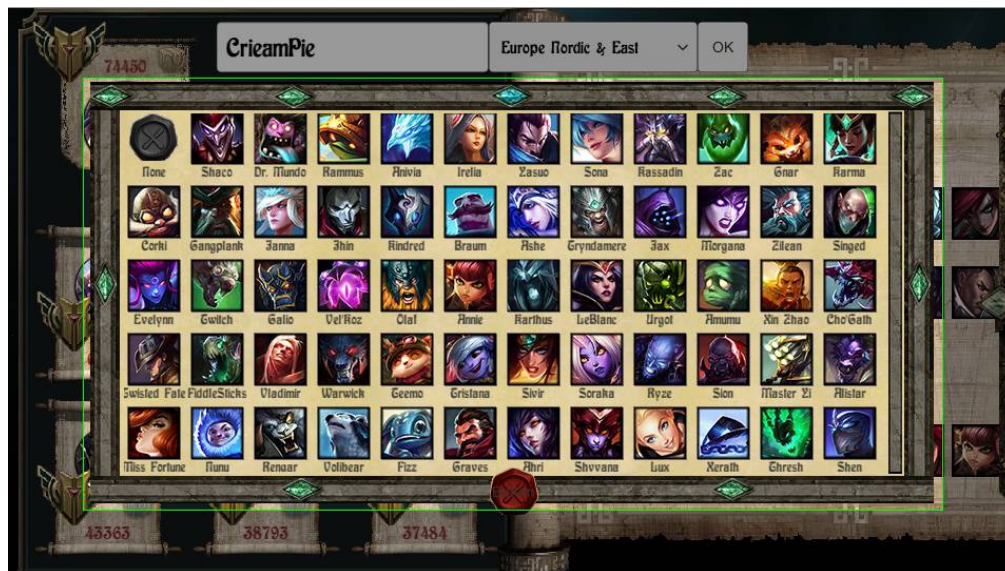
3. Tracking champions

3.1 You may select up to 3 champions for tracking. Whenever they are present in summoner's game or any of tracked champions changed – a replay file will be saved in application folder.

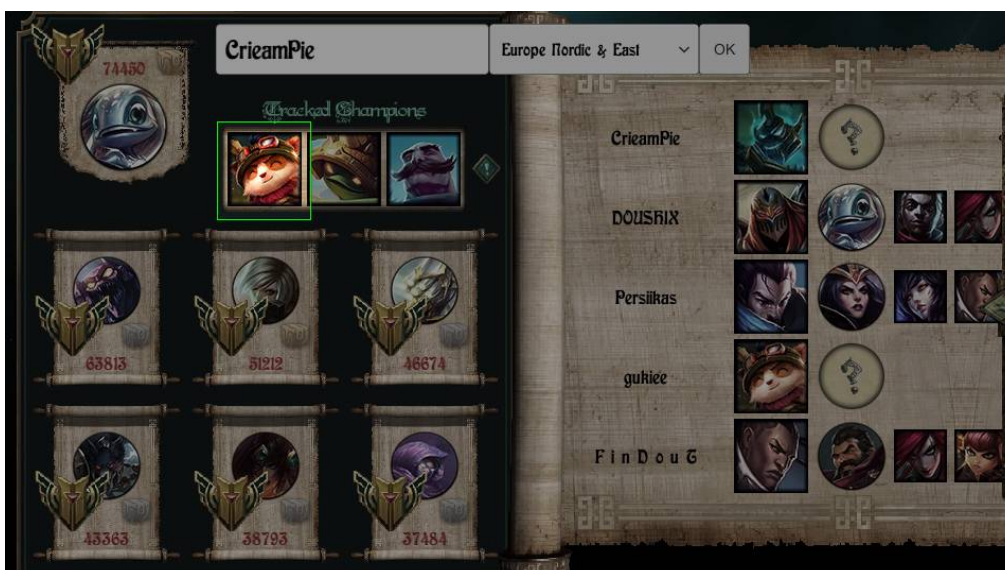
3.2.1 To select a champion for tracking click on any of three buttons in respective panel in top side of UI



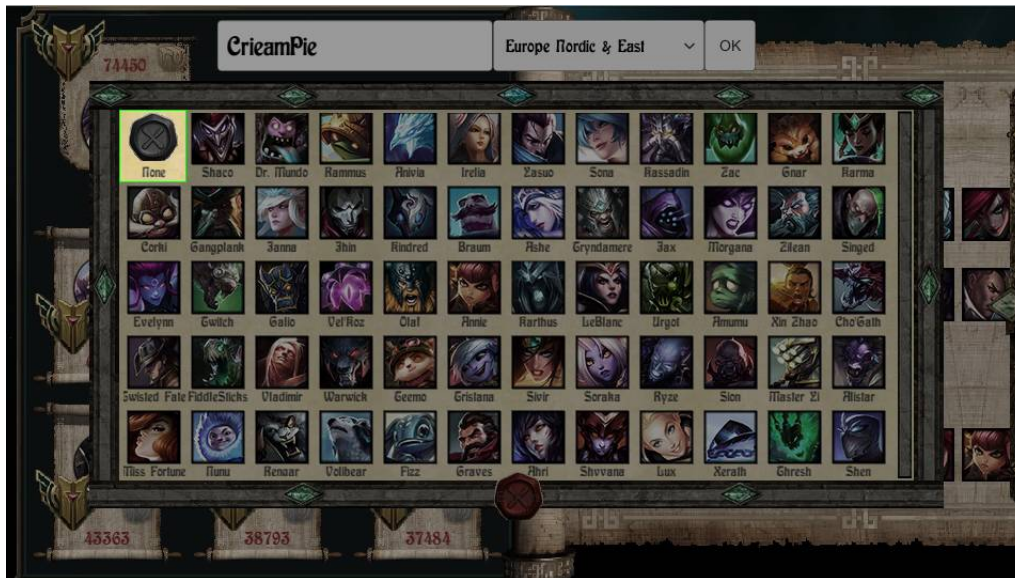
3.2.2 In newly opened window click on champion portrait you wish to track



3.3.1 To deselect a champion from tracking – click on button that represents the champion



3.3.2 Click on gray cross button in top left side of opened window



3.4 Replays are named in following convention: “Replay YYYY-MM-DD HH-MM-SS (<champion_names>)”, where

YYYY-MM-DD – year, month and day replay was made

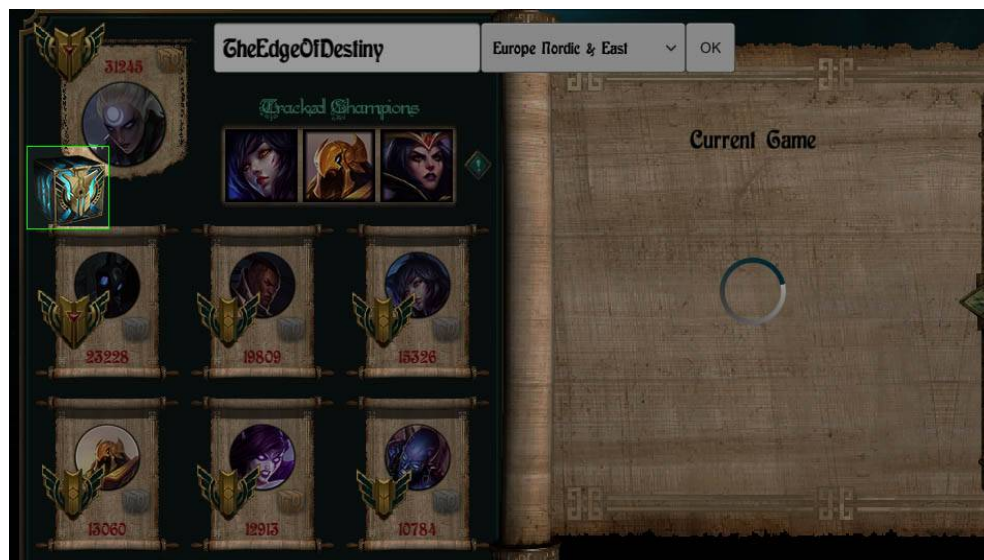
HH-MM-SS – hour, minute and seconds

<champion_names> - list of tracked champions present in replay

5. Looking through champions that don’t have mastery chest earned

5.1 Click on the big chest button under main champion. A window will appear listing all champions that chest can be earned sorted by mastery score.

[!]Note that it lists all champions including those not owned by summoner.



5.2 To close the window click on the chest button again or on the red cross button on the bottom of window.

