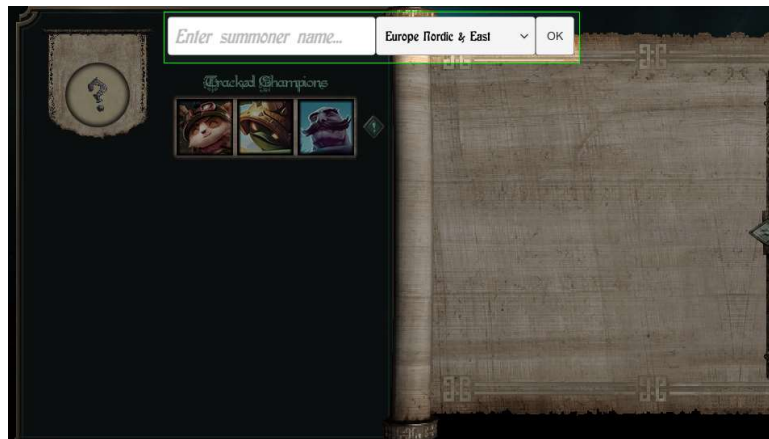


WhoIsMyOpponent LoL

This application implements following features:

- lookup summoner's top 7 champions with highest mastery with respective info: mastery level, score and if mastery chest been earned for this champion
- lookup summoner's current game, his allies and opponents, their champions played and top 3 champions with highest mastery for every player
- select up to 3 champions and if any of them are present in summoner's game, an observer replay will be written to disc

1. Selecting summoner



1.1 Enter summoner name

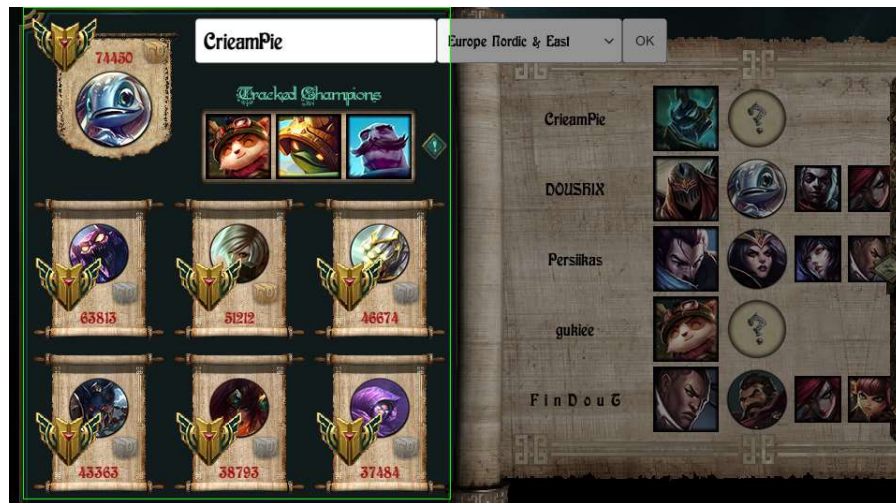
1.2 Select region from dropdown menu

1.3 Click OK button

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



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



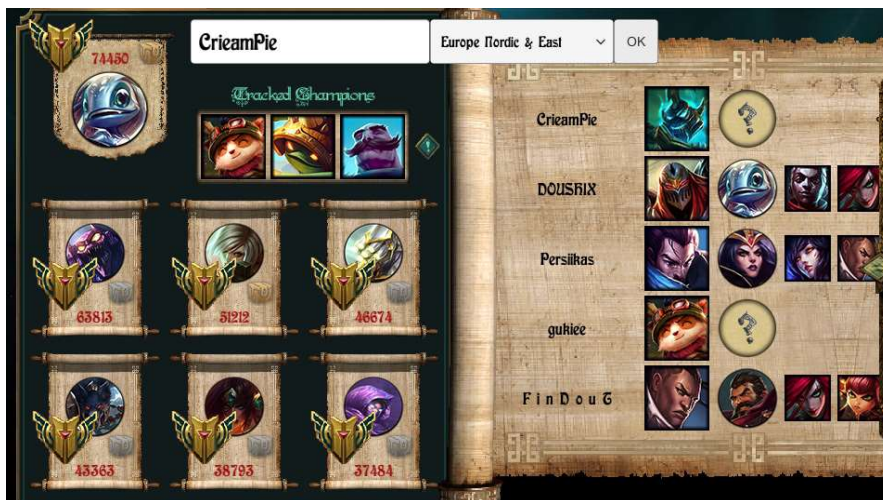
2.3 In case summoner will not be found a popup will appear indicating that no summoner found

2. Current summoner game

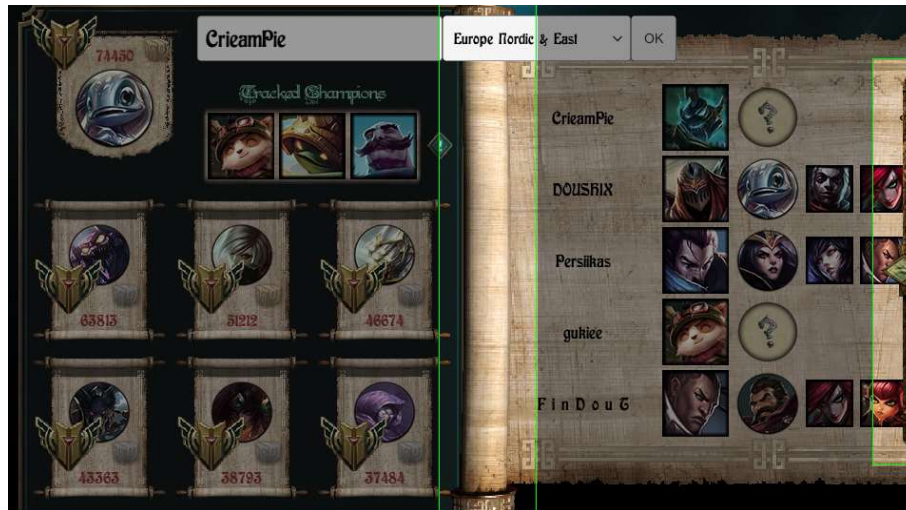
2.1 Immediately after summoner is found – his current game will be looked up – a spinner will appear in right side of UI



2.2 After game is found spinner will disappear and current game players 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 points.



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



2.4 You can view any player detailed information by clicking on him (rectangular block that covers player's data). New player will be loaded as new summoner.

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 appear

3. Tracking champions

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

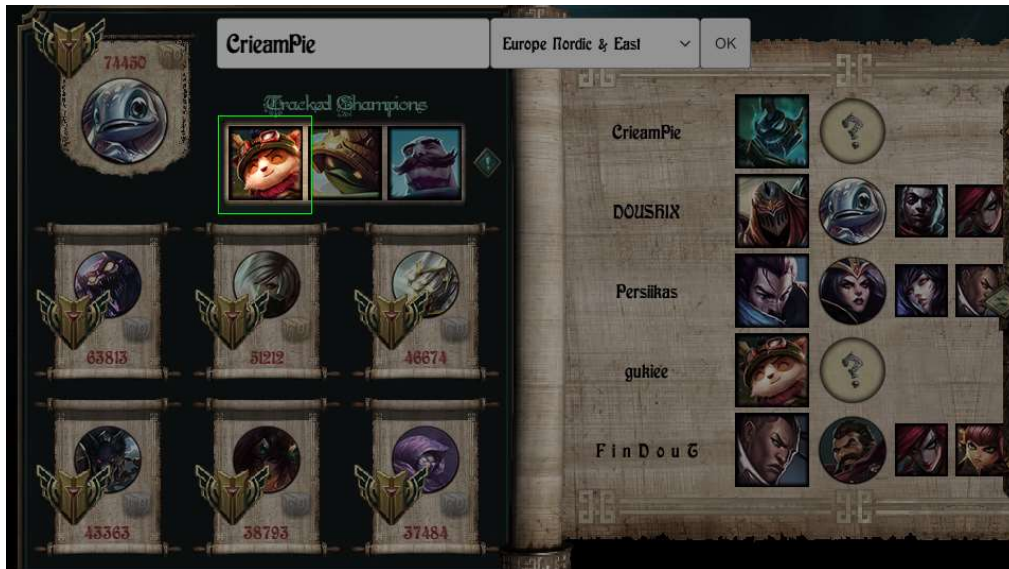
3.2.1 To select a champion for tracking click on any of three buttons under “Tracked champion” heading in top side of UI



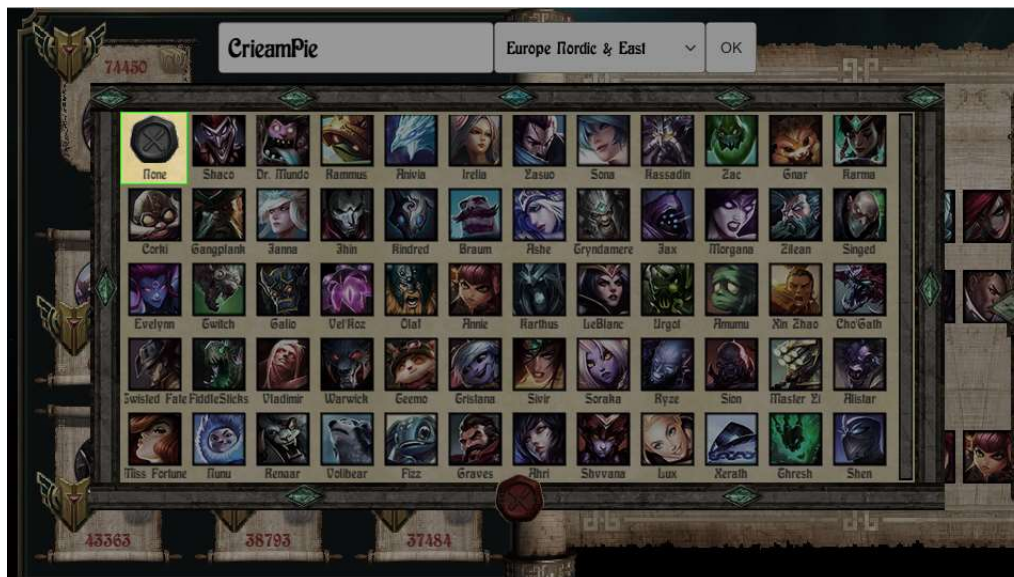
3.2.2 In newly opened window click on champion portrait you wish to track



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 way “Replay YYYY-MM-DD HH-MM-SS (<champion_names>)”, where

YYYY-MM-DD – year, month and day

HH-MM-SS – hour, minute and seconds date replay was created

<champion_names> - list of tracked champions present in replay