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Project Proposal

For my project I want to incorporate a game I frequently play: League of Legends. For a rough idea of this game there are five people on two teams whose objective is to destroy the enemy base. During the game players can get kills on other players, deaths from being killed, and assists from helping other teammates get kills. A player also receives gold for killing or getting assists on enemy players. With this gold a player can buy items to improve their damage or health. For my project I want to record a player’s kills, deaths, and assists, items they bought, and how much gold they earned and how much their items cost. This would be broken up into three different forms.

The first form would display their previous games in a list box. The list box would contain just the title of a game that the user creates themselves when inputting statistics about the game. They could select a game from the list box and a button would bring them to another form to display that game’s statistics. There would also be a button to delete a selected game if the user wants to. An input box will pop to confirm that the user does indeed want to delete the selected game. Another button this form will have is to input another game into the program. This would open a new form that the user could input statistics and create a name for the new game. The last button will just be a button to exit the form.

The form to input new games will allow the user to input the statistics of a new game. The user will have to input into different textboxes what they want this game to be called, their kills, deaths, and assists. There will also be six combo boxes they can select the items they bought over the course of the game. They can also select none if they did not get an item. The amount of gold will be calculated based on the number of kills and assists the player had that game. The amount of gold the player spent on items will also be calculated based on the items the user selected. The first button on the form will be to input all the data the user has provided. If the user has not given or selected a value a message box will appear and let the user know which field, they need to provide data in. A message box will also pop up if the user tries to enter a non-numeric value in a field. If the user inputs the data correctly the input button will take them back to the first form. There will also be a clear all button to clear all the data the user has provided. An input box will pop up to confirm the user wants to clear all the data they have provided. There will also be an exit button to close the form

The statistics form would display different statistics about the game. There would be labels displaying the kills, deaths, and assists, items, how much gold they got that game, and how much gold they spent that game. There would also be stats like how many kills they got per death and how many assists they got per death. For the calculations they will be done in functions contained in a module and be called when needed by the form code. There would be four functions to calculate the kills per death, assists per death, gold earned during the game, and gold spent on items for that game. On the form there would be just one button to exit the form.

With this program a user will be able to effectively record games they have played. They could also get relevant information to help them improve their gameplay by helping them answer questions like “Was I using my gold efficiently?” or “Was my kill death ratio higher with these items or different ones?” Overall the user should be able to use this program to learn from their gameplay what they can do to improve.