

# Draftify – Product Requirement Document (PRD)

## 1. Context

Draftify is an interactive drafting software for League of Legends. Its mission is to suggest the best possible picks and bans in live drafts, using competitive and soloQ data, driven by increasingly complex algorithms.

## 2. Objectives

- Enable competitive players, coaches, and soloQ users to draft optimally in real-time. - Provide actionable suggestions powered by data from pro play and soloQ. - Offer an offline desktop app with Riot API integration for updated data. - Become the reference tool for draft strategy and preparation.

## 3. Target Users

- Individual competitive players. - SoloQ players aspiring to play like pros. - Coaches and amateur/pro teams.

## 4. Core Features

- Draft simulator (official LoL flow, scrim/tournament, BO, fearless draft). - Automated pick/ban suggestions. - Real-time indicators: synergy, damage mix, scaling, CC, winrate. - Draft planning and conditional decision trees. - Replay mode for review and analysis. - Riot API integration for live/patch data. - Accounts and saved drafts. - Esports integration (caster/overlay). - Training and AI simulation modes.

## 5. Technical Constraints

- Desktop application (Windows/Mac/Linux). - Offline-first design (no dependency on servers). - No public API, closed commercial product. - Riot API integration for champion/patch data.

## 6. Business Model

- Paid product with subscription model under consideration. - No ads. - Future partnerships possible with teams/agencies.

## 7. Roadmap

See attached roadmap document.