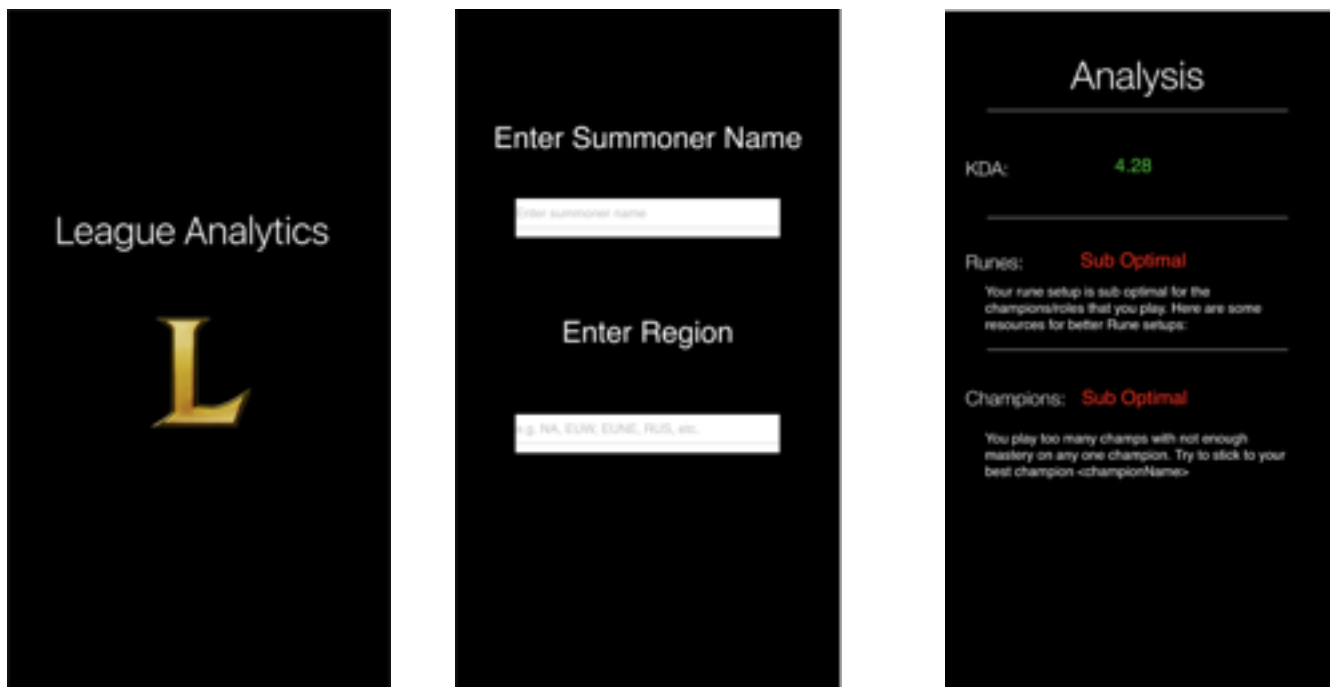# League of Legends Analytics

Description:

The goal of this app is to provide useful analytics for League of Legends (LoL) players looking to improve their game. For context, League of Legends is the most popular online multiplayer game in the world and many people look to improve their skill in this game. Riot Games, the makers of LoL, provide a lot of useful raw data via their API. I plan on allowing the user to input their Summoner name (their in-game name) and not only getting data from the API, but also analyzing it to give the user some indication of where some problem areas are (dying too often, incorrect item builds, wrong stat allocation, etc.) Additionally, this project is what I intend to submit for an ongoing competition put on by Riot Games to see people use their API (http://na.leagueoflegends.com/en/news/community/contests/riot-games-api-challenge-2016)

Program Flow, Visual Template, Testing:

The analytics section will mostly consists of comparing in game statistics for the player against averages for the top 100 players on the server. The analytics section will most likely be an activity with a ListView, but I can maybe modify and do Fragments instead. I'm not sure how but I'm aware the requirements say to use Fragments.