Project Charter

PROJECT: **Coach a Chimpanzee**

Team #15

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Problem Statement:

Often times, players who are part of the lower elo find themselves wondering how they can improve their gameplay in order to climb the ranked ladder. On the other hand, people who have done so often seek to spread their knowledge. This can often be seen on community forums and threads where higher ranked members of the community often offer advice and even their time to analyze gameplay. The process of exchanging replays and discussing gameplay through direct messages is incredibly tedious and we hope to offer something more convenient. There is currently one website that offers some degree of coaching for league of legends, however it works very differently from ours and is a paid service whereas ours is free. In short, we hope to foster community engagement by asking members to volunteer their time and knowledge, allowing for a wider audience.

Objectives:

1. Provide coaching for players as well as a method of watching and analyzing the gameplay
2. Allow coaches and players to discuss the game in a chat room
3. Match students and coaches based on specific criteria such as rank and areas of improvement/strengths
4. A script to analyze and process match data and temporarily store it for an arbitrary amount of time (enough for discussion)

Stakeholders:

- Scrum Master: Rotating scrum master, starting with Rami Bitar
- Development Managers: The TA assigned to our project and the course's project coordinator.
- Project Owners: Rami Bitar, Alex Shelley, James Shao, Rohan Swaroop, Yash Pujara
- Users/Customers: League of Legends Community

Deliverables:

1. A website where league players are matched with their opposite (coach matched with a student and vice versa) and then chat after the game ends so they can discuss how to improve the student's gameplay.
2. A data-mined backend that processes matches and produces analytics that can be displayed in the end-game chat.
3. Frameworks/Platforms:
    a. Front-end: HTML, CSS, Javascript, WebAssembly(maybe)
    b. Back-end: SQL database, API framework, C#, NodeJS possibly

CS 307 Projects

James, Yash:

We created a lexical search project that enabled students to search for food at dining courts as well as bus routes. We used the Purdue dining court API for the former and worked with CityBus to write an API hosted on their servers.
(https://github.com/IntelligentSearch/Search)

Rohan:

We created a fitness-based fundraising Android app designed to provide motivation to runners to help them meet their fitness targets, and a donation platform for charities. By allowing companies to show advertisements in the application, the app had a source of income, which would be donated to runners' chosen charities for every mile they ran.

Alex and Rami:

We created a climate simulation project aimed at DnD worldbuilders. Given a terrain heightmap, it would simulate weather and stuff to determine what biome/climate each area would realistically be.