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MART 391

League Analytics Post Mortem

I felt that the project was an interesting challenge for me and I hoped to get more done during the semester than what I was able to. For the most part, the direction of the project went how I expected. The bulk of the time spent was interpreting the data that Riot Games gives you when accessing their API and I ended up running out of time to work on the data visualization that I was hoping for.

Ideally I would like to get my project hosted either on your server or on one elsewhere but there are quite a few things that would need to happen first.

* I realize that not having a login in how Riot wants most of the applications that use their API however the potential for malicious use in my opinion is too high to risk that. I would need to implement a login system effectively and with best practices in mind.
* I also need to finish getting the Riot API production key that was requested a few weeks ago. I believe it is still under review so hopefully that comes in.
* Some of the security features we had gone over in class apparently were left out when I was finishing up the presentation and I will need to review the relevant code to update them properly.
* Actual data visualization implemented is a large part of application and finishing that is one of the key steps for this to be useful in any capacity. I do find it interesting that the power user I had test my application preferred a textual break down of the information instead of graphics. I doubt the user base is large enough for it to be worthwhile, but interesting none-the-less.

So after these points are fulfilled I would be ready to push this application to a production server I plan to work on this as I work part time and apply for career jobs around Missoula and other neighboring cities!

Lastly I would like to point out my CS portion of the project. Most of this project was in the vein of providing more interesting data for users to help them improve. I realize now after working so much with Riot Games’ match API that this data is not stored by them externally and is found in the .rofl files that they provide as replays. There are very few replay parser applications out in general use for the player base and this project *should* have been that. Despite not realizing this until it was too late I did work on a small set of functionality within my project to upload and download replays.

The code is found in the admin.aspx page and as a down the road “TODO:” for myself, this CS portion would eventually become a replay parser to gather interesting data from the replay file itself. Which contains much more specific data, such as ever action/input a player takes while in a match and actual time stamps on these actions. Over all I am pleased with the project and will continue to work on this project as time allows.

Thank you

-Ryan