

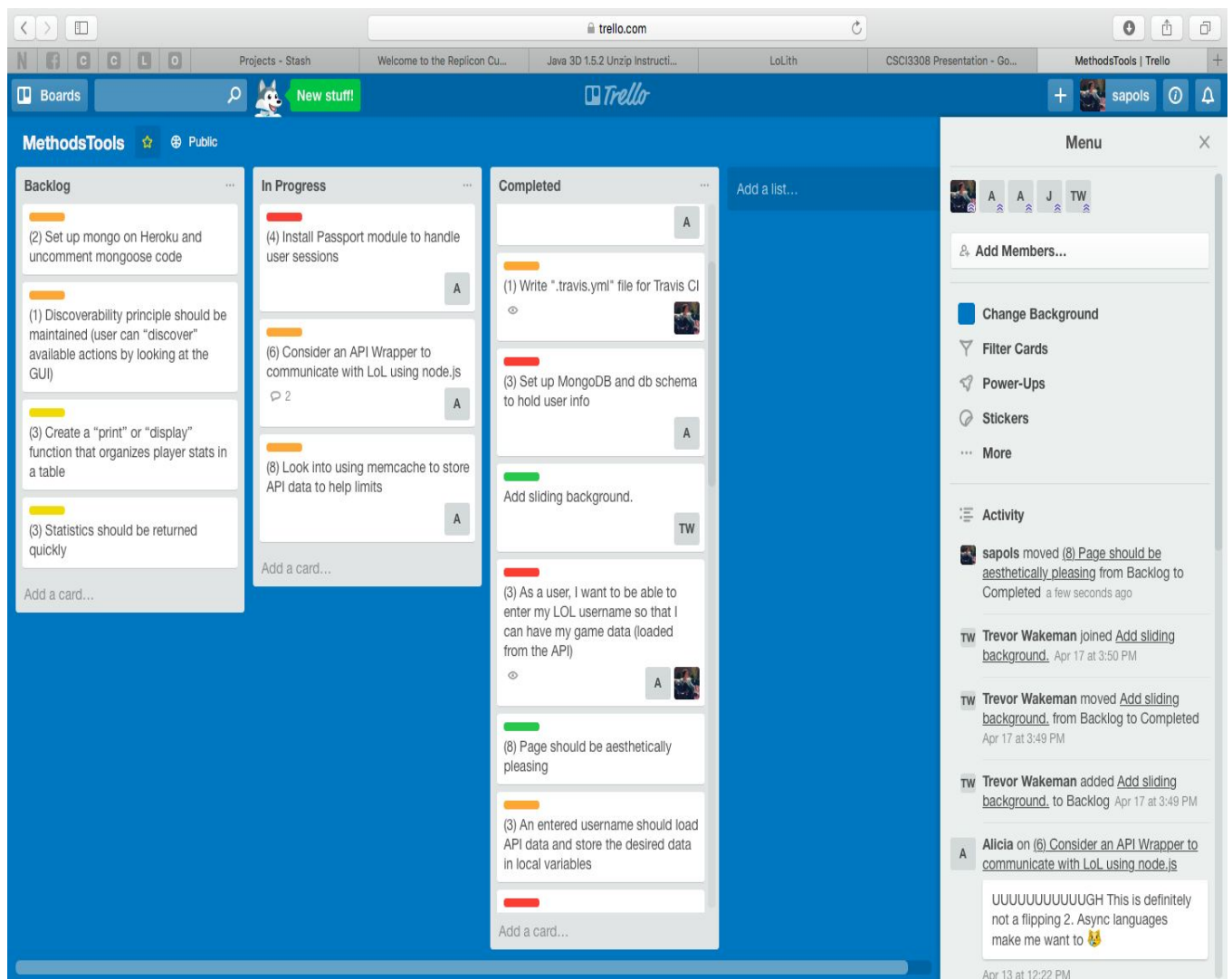
Title: League Of Legends Information Tracking Hub

Who:

- Alicia Frisone
- Chieh Lun Tang
- Trevor Wakeman
- Shawn Polson
- Amjad Alharbi

Project Tracker:

- Trello: <https://trello.com/b/us382Bbx/methodstools>



VCS:

- Github: <https://github.com/sapols/LoLith.git>

Screenshot of each member's contributions:

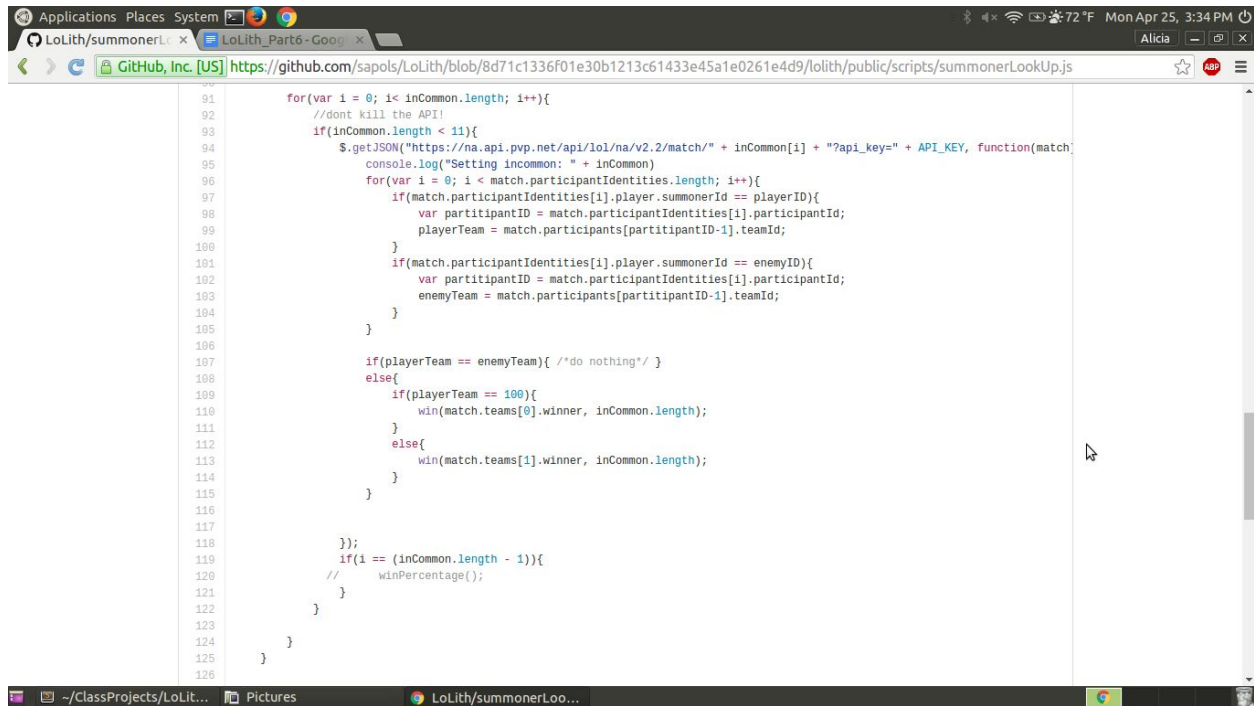
- Alicia Frisone

Integrating a riot api wrapper into our server side code (failed sadly, due to the wrapper having bugs)

```
119     if(err) throw err
120     sendData.SL = summoner[summonerName].summonerLevel;
121     sendData.SI = summoner[summonerName].id;
122     callback();
123   });
124 },
125 function(callback){
126   lolapi.Summoner.getByNome(friendName, function(err, summoner){
127     if(err) throw err;
128     sendData.FL = summoner[friendName].summonerLevel;
129     sendData.FI = summoner[friendName].id;
130     callback();
131   });
132 },
133 },
134 function(callback){
135   lolapi.MatchList.getBySummonerId(sendData.SI, function(err, matches){
136     if(err) throw err;
137     var matchIDList = [];
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484 function(callback){
485   lolapi.MatchList.getBySummonerId(sendData.FI, function(err, matches){
486     if(err) throw err;

```

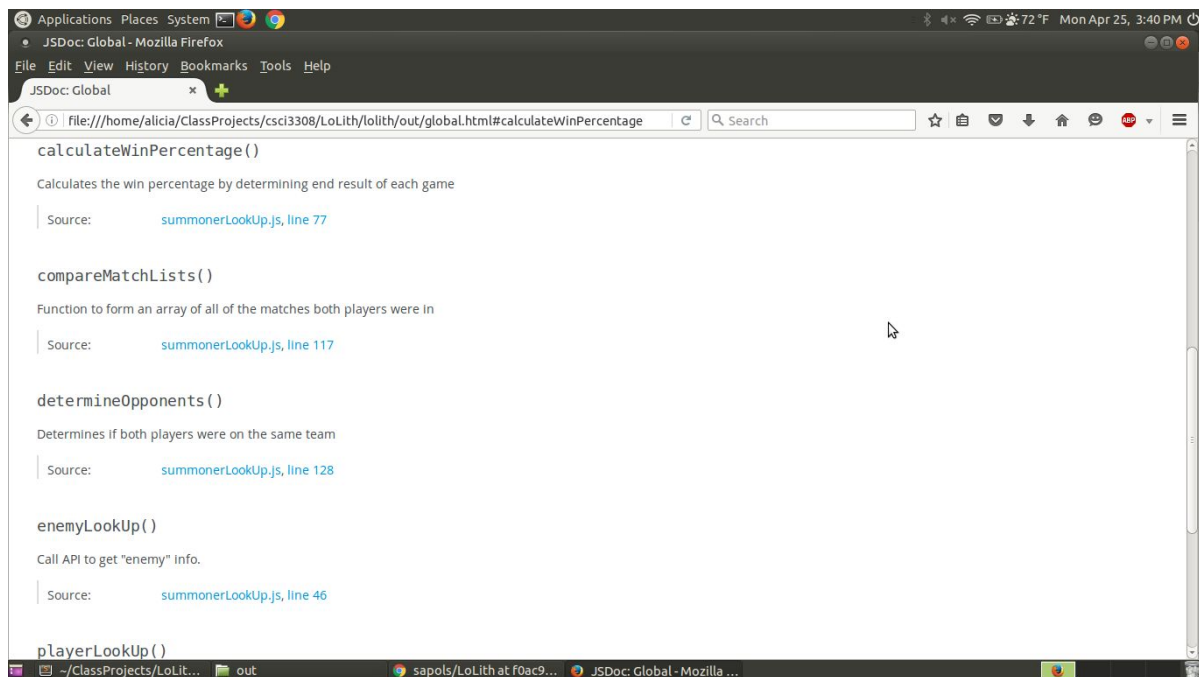
Initial logic for summonerLookup.js (many improvements from others since then!)



The screenshot shows a web browser window with the address bar displaying the URL: <https://github.com/sapols/LoLith/blob/8d71c1336f01e30b1213c61433e45a1e0261e4d9/lolith/public/scripts/summonerLookUp.js>. The main content area displays the source code of the `summonerLookUp.js` file. The code is a JavaScript script that uses the Riot Games API to fetch match data and calculate win percentages. It includes comments and JSDoc-style annotations. The code is as follows:

```
91 for(var i = 0; i < inCommon.length; i++){
92     //dont kill the API!
93     if(inCommon.length < 11){
94         $.getJSON("https://na.api.pvp.net/api/lol/na/v2.2/match/" + inCommon[i] + "?api_key=" + API_KEY, function(match){
95             console.log("Setting inCommon: " + inCommon)
96             for(var i = 0; i < match.participantIdentities.length; i++){
97                 if(match.participantIdentities[i].player.summonerId == playerId){
98                     var participantID = match.participantIdentities[i].participantId;
99                     playerTeam = match.participants[participantID-1].teamId;
100                 }
101                 if(match.participantIdentities[i].player.summonerId == enemyID){
102                     var participantID = match.participantIdentities[i].participantId;
103                     enemyTeam = match.participants[participantID-1].teamId;
104                 }
105             }
106             if(playerTeam == enemyTeam){ /*do nothing*/ }
107             else{
108                 if(playerTeam == 100){
109                     win(match.teams[0].winner, inCommon.length);
110                 }
111                 else{
112                     win(match.teams[1].winner, inCommon.length);
113                 }
114             }
115         });
116     }
117 }
118 }
119 if(i == (inCommon.length - 1)){
120     // winPercentage();
121 }
122 }
123 }
124 }
125 }
126 }
```

Set up JSDoc/updated comments to be JSDoc:



Other contributions: Locally added Bootstrap and jQuery. Initially set up the NodeJS server with ExpressJS (one challenge was getting express to play nice with HTML). Setting up the regions on the main page with Bootstrap.

- Chieh Lun Tang

LoLith/lolith/public/scripts/summonerLookUp.js

```
function calculateWinPercentage(playerMatches, playerId, inCommon){
    var wins = 0;
    var matchesSampled = 0;
    // Iterates over each match in playerMatches,
    // then iterates over common match sub objects to find if won (not efficient)
    for(var i = 0; i < playerMatches.totalGames; i++){
        setTimeout( function(i){
            //common match- determine whether player (and teammate) won or lost
            if(inCommon.indexOf(playerMatches.matches[i].matchId) != -1){
                $.getJSON("https://na.api.pvp.net/api/lol/na/v2.2/match/" + playerMatches.matches[i].matchId + "?api_key=" + API_KEY2, function(datMatch){
                    //find player1's participant id for match
                    var participantList = datMatch.participantIdentities;
                    var playerParticipantID = -1;
                    for( j = 0; j < participantList.length; j++ )
                    {
                        if( participantList[j].player.summonerId == playerId ){
                            playerParticipantID = participantList[j].participantId;
                            break;
                        }
                    }
                    if (playerParticipantID == -1){
                        console.log("Unable to find playerid in participant list, call an adult");
                        return;
                    }
                    matchesSampled++;
                    //Now we go through participants stat's to find if player was winner
                    var participants = datMatch.participants;
                    if ( participants[playerParticipantID-1].stats.winner ){
                        wins = wins + 1;
                    }
                }
                $("#winPercent").text((wins/matchesSampled*100).toFixed(4) + "%");
                $("#numGamesSampled").text(matchesSampled);
            }
        }, 1100*i, i);
        // Dorky way to do integer division- wait 10 seconds more per 10 calls to not exceed rate limit
    }
}
```

Trevor Wakeman

LoLith/lolith/public/stylesheets/style.css

```
.title h1{
  font-size: 80px;
  font-weight: bold;
  font-family: 'Orbitron', sans-serif;
  text-shadow: 2px 2px 2px black;
  color: white;
  padding-left: 100px;
  padding-right: 100;
}

.title p{
  font-size: 30px;
  font-family: 'orbitron', sans-serif;
  color: white;
  text-shadow: 2px 2px 2px black;
  font-weight: bold;
  padding-left: 100px;
  background-attachment: fixed;
}

.main span{

  padding: 2px;
  padding-right: 0px;
  font: 16px "Lucida Grande", Helvetica, Arial, sans-serif;
  font-weight: bold;
  color: black;
  background-image: url('http://eskipaper.com/images/league-of-legends-wallpaper-18.jpg');
}

/*make sure sliding background does not show overflow*/
.wrapper{
  overflow: hidden;
  margin-left: auto;
  margin-right: auto;
}

.sliding-background{
  z-index: -1;
  background-size: cover;
  background: url("backing.png") repeat-x;
  height: 200px;
  width: 5076px;
  animation: slide 130s linear infinite;
  opacity: .8;
}

@keyframes slide{
  0%{
    transform: translate3d(0, 0, 0);
  }
  /*Movement speed right*/
  100%{
    transform: translate3d(-3800px, 0, 0);
  }
}

.main{
  padding-left: 80px;
  background-color: black;
  opacity: .8;
}
```

- Shawn Polson

Webhooks for Heroku and Travis CI:

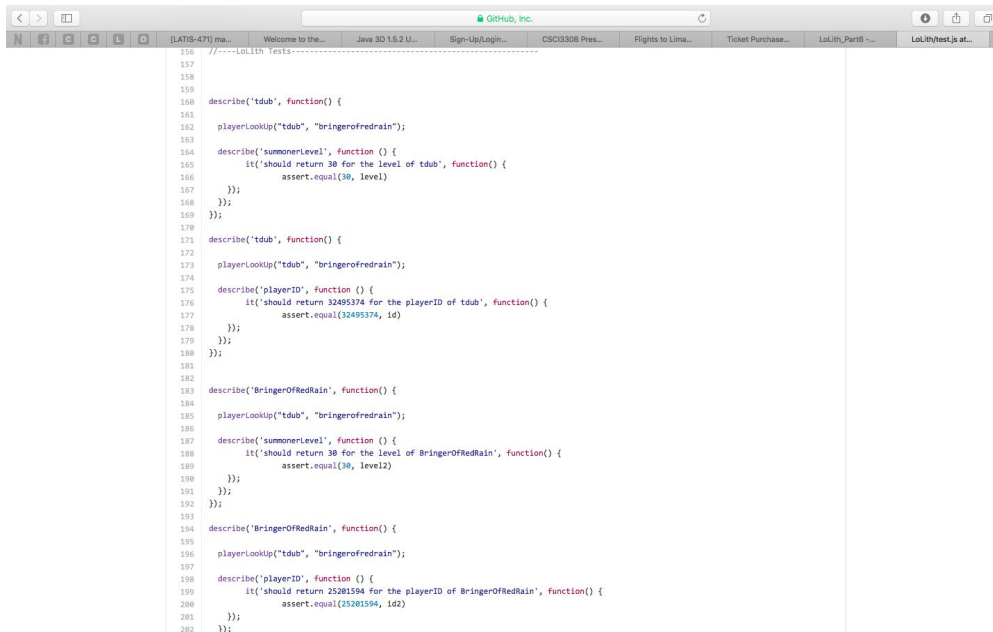
The screenshot shows the GitHub repository settings for `sapols/LoLith`. The `Settings` tab is selected, and the `Webhooks & services` section is active. Under `Webhooks`, two webhooks are listed: one for `https://herokudeployer.herokuapp.com/deploy/loolith/super_secret_string` (push events) and another for `https://kolkrabbi.herokuapp.com/hooks/github` (all events). Under `Services`, the `Travis CI` service is listed. The `GitHub integrations directory` is also visible, providing a link to browse the directory.

Travis CI Running our tests and displaying our “build passing” label:

The screenshot shows the Travis CI build status for the `sapols/LoLith` repository. The build is successful, indicated by the `build passing` label. The build details show that the `master` branch generated the final `jsdoc` files, with a commit hash of `f0ac9fb`. The build passed 65 tests, took 57 seconds to complete, and was triggered about 13 hours ago. The build log shows the following steps:

```
1 Using worker: worker-linux-docker-3c8d0bbb.prod.travis-ci.org:travis-linux-3
2
3 Build system information
67
68 $ export DEBIAN_FRONTEND=noninteractive
69 $ git clone --depth=50 --branch=master https://github.com/sapols/LoLith.git sapols/LoLith
107
108
109 This job is running on container-based infrastructure, which does not allow use of 'sudo', setuid and setgid
    executables.
120 If you require sudo, add 'sudo: required' to your .travis.yml
121 See https://docs.travis-ci.com/user/workers/container-based-infrastructure/ for details.
122 Updating npm to v0.31.0
123 $ npm install 5
124 Downloading https://nodejs.org/dist/v5.11.0/node-v5.11.0-linux-x64.tar.xz...
125 ##### 100.0%
126 Now using node v5.11.0 (npm v3.8.6)
127
128 Starting with io.js 3 and Node.js 4, building native extensions requires C++11-compatible compiler, which seems
    unavailable on this VM. Please read https://docs.travis-ci.com/user/languages/javascript-with-nodejs#Node-is-v4
```

A small screenshot of some of our unit tests:



```
154 //-----LolLith Tests-----
155
156 describe('tdub', function() {
157   playerLookup('tdub', 'bringerofredrain');
158
159   describe('summonerLevel', function () {
160     it('should return 38 for the level of tdub', function() {
161       assert.equal(38, level);
162     });
163   });
164 });
165
166 describe('tdub', function() {
167   playerLookup('tdub', 'bringerofredrain');
168
169   describe('playerID', function () {
170     it('should return 32495374 for the playerID of tdub', function() {
171       assert.equal(32495374, id);
172     });
173   });
174 });
175
176 describe('BringerOfRedRain', function() {
177   playerLookup('tdub', 'bringerofredrain');
178
179   describe('summonerLevel', function () {
180     it('should return 38 for the level of BringerOfRedRain', function() {
181       assert.equal(38, level2);
182     });
183   });
184 });
185
186 describe('BringerOfRedRain', function() {
187   playerLookup('tdub', 'bringerofredrain');
188
189   describe('playerID', function () {
190     it('should return 25281594 for the playerID of BringerOfRedRain', function() {
191       assert.equal(25281594, id2);
192     });
193   });
194 });
```

- Amjad Alharbi

1. [LoLith/lolith/public/scripts/login.js](https://github.com/LolLith/lolith/public/scripts/login.js)



```
43 lines (32 sloc) 978 Bytes
Raw Blame History
1 $('form').find('input, textarea').on('keyup blur focus', function (e) {
2
3   var $this = $(this),
4     label = $this.prev('label');
5
6   if (e.type === 'keyup') {
7     if ($this.val() === '') {
8       label.removeClass('active highlight');
9     } else {
10      label.addClass('active highlight');
11    }
12  } else if (e.type === 'blur') {
13    if( $this.val() === '' ) {
14      label.removeClass('active highlight');
15    } else {
16      label.removeClass('highlight');
17    }
18  } else if (e.type === 'focus') {
19
20    if( $this.val() === '' ) {
21      label.removeClass('highlight');
22    }
23    else if( $this.val() !== '' ) {
24      label.addClass('highlight');
25    }
26  }
```

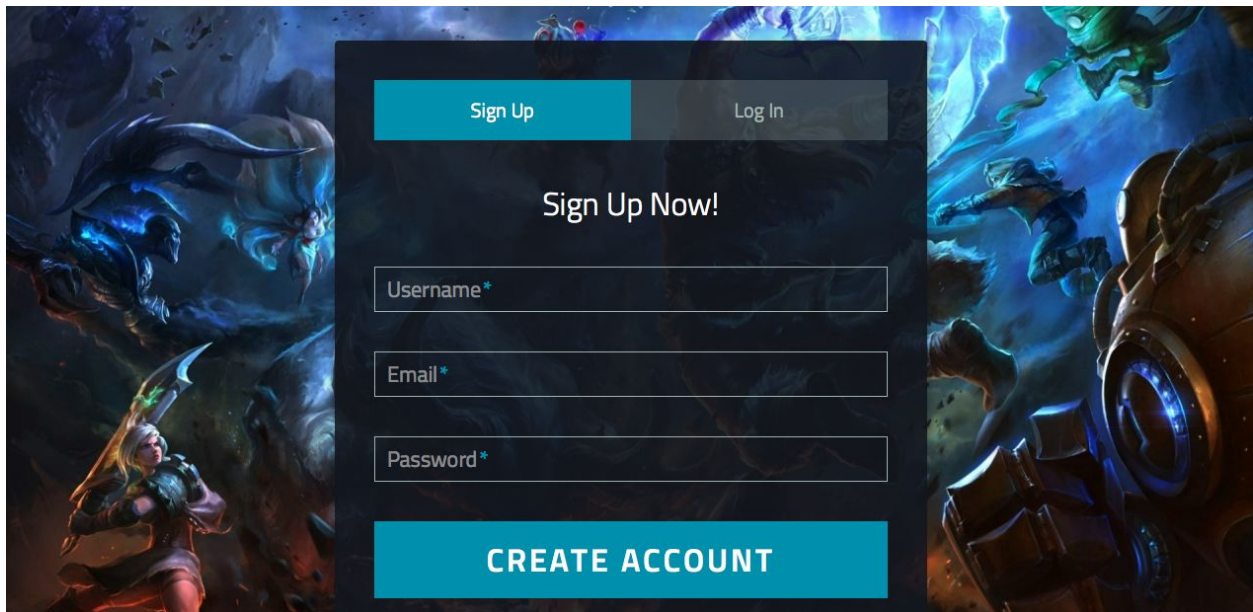

2. LoLith/lolith/app.js

Local Authentication Using Passport

```
46 //Initialize Passport and restore authentication state
47 app.use(passport.initialize());
48 app.use(passport.session());
49 app.use('/', routes);
50 app.use('/users', users);
51
52
53 // use static authenticate method of model in LocalStrategy
54 passport.use(new LocalStrategy(User.authenticate()));
55 // use static serialize and deserialize of model for passport session support
56 passport.serializeUser(User.serializeUser());
57 passport.deserializeUser(User.deserializeUser());
58
59 // Connect mongoose
60 mongoose.connect(uristring, function (err, res) {
61   if (err) {
62     console.log ('ERROR connecting to: ' + uristring + '. ' + err);
63   } else {
64     console.log ('Succeeded connected to: ' + uristring);
65   }
66 });
67
68
69 // Define routes.
70 app.get('/login_signup', function(req, res) {
71
72   // res.sendFile('views/login_signup.html')
73   res.render('login_signup', { title: 'Login' });
74 });
75
```

3. LoLith/lolith/views/login_signup.html

Sign-Up/Login Form



Sign Up Log In

Sign Up Now!

Username*

Email*

Password*

CREATE ACCOUNT

Deployment:

- Heroku: <http://lolith.herokuapp.com>

Auto-doc:

- JSDoc: <https://github.com/sapols/LoLith/tree/master/lolith/out>