

LoLith

League of Legends Information Tracking Hub

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League of Legends

Online Multiplayer Video Game

Most common mode - 5 vs 5

Play on a team with strangers or friends or a combination



What is LoLith ?

A website that provides win percentage for multiple League of Legends players.



Tools Used



Rating: 3

Project Tracker



Rating: 5

Team Communication

MethodsTools Public

Backlog

(2) Set up mongo on Heroku and uncomment mongoose code

(1) Discoverability principle should be maintained (user can "discover" available actions by looking at the GUI)

(3) Create a "print" or "display" function that organizes player stats in a table

(3) Statistics should be returned quickly

Add a card...

In Progress

(4) Install Passport module to handle user sessions

(6) Consider an API Wrapper to communicate with LoL using node.js

(8) Look into using memcache to store API data to help limits

Add a card...

Completed

(1) Write ".travis.yml" file for Travis CI

(3) Set up MongoDB and db schema to hold user info

Add sliding background.

(3) As a user, I want to be able to enter my LOL username so that I can have my game data (loaded from the API)

(8) Page should be aesthetically pleasing

(3) An entered username should load API data and store the desired data in local variables

Add a card...

Add a list...

Menu

Add Members...

Change Background

Filter Cards

Power-Ups

Stickers

More

Activity

sapols moved (8) Page should be aesthetically pleasing from Backlog to Completed

TW Trevor Wakeman joined Add sliding background.

TW Trevor Wakeman moved Add sliding background, from Backlog to Completed

TW Trevor Wakeman added Add sliding background, to Backlog

A Alicia on (6) Consider an API Wrapper to communicate with LoL using node.js

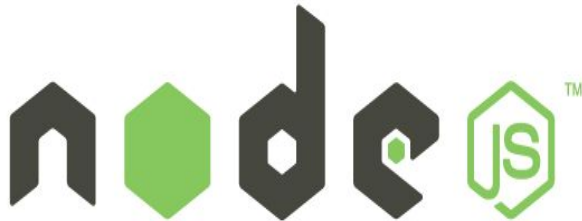
UUUUUUUUUUUGH This is definitely not a flipping 2. Async languages make me want to 🐱

Tools Used



Rating: 5

Database



Rating: 4

Framework

Tools Used



Testing

Mocha testing framework

Rating: 5



Travis CI

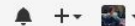
Continuous Integration

Rating: 5



This repository Search

Pull requests Issues Gist



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Future home of our revolutionary League of Legends showpiece. — Edit

146 commits 8 branches 0 releases 5 contributors

Branch: master New pull request New file Upload files Find file HTTPS https://github.com/sapols Download ZIP

	Twake56 Restored background for boxes, increased opacity a wee bit	Latest commit a8d8de9 3 days ago
	Images Uploading images of UAT's	15 days ago
	lolith Restored background for boxes, increased opacity a wee bit	3 days ago
	.DS_Store Scrooched text over	a month ago
	.travis.yml Create .travis.yml	a month ago
	Procfile Pointing start file to app.js in "lolith" dir.	2 months ago
	README.md Added test build status icon to README	a month ago
	TESTING.md Added UAT's and Travis CI link to TESTING.md	15 days ago
	package.json Added jquery to the list of dependencies.	16 days ago

README.md

build passing

Methods-Team-Project


```
132 0.31.0
133 $ npm install
134 0.31.0
135 $ npm install
136
137 $ npm test
138
139 > lolith@1.0.0 test /home/travis/build/sapols/LoLith
140 > mocha lolith/test
141
142
143
144 Array
145   #indexOf()
146   ✓ should return -1 when the value is not present (default mocha test)
147
148   tdub
149     summonerLevel
150     ✓ should return 30 for the level of tdub
151
152   tdub
153     playerId
154     ✓ should return 32495374 for the playerId of tdub
155
156   BringerOfRedRain
157     summonerLevel
158     ✓ should return 30 for the level of BringerOfRedRain
159
160   BringerOfRedRain
161     playerId
162     ✓ should return 25201594 for the playerId of BringerOfRedRain
163
164   Win Percentage
165     playerId
166     ✓ should return 100% for win percentage between tdub and BringerOfRedRain
167
168 6 passing (42ms)
169
170 The command "npm test" exited with 0.
171 Done. Your build exited with 0.
```

Tools Used



Deployment environment
Rating: 4

JSDoc

Auto-documentation
Rating: 4

Dashboard

shawn.polson@colorado.edu

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lolith ★

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web node lolith/app.js



\$0.00



Add-ons

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mLab MongoDB :: MongoDB

Sandbox

Free



Estimated Monthly Cost

\$0.00

Challenges

- Limited API call rates.
- Developer API key requirements.
- Asynchronous calls in NodeJS
- Managing dependencies for Heroku
- Learning new languages

Demo

