

CIS 436 Project 4: LoL App

Team: Sara Al-Halabi, Andrew Schwartz, Nader Baaghil

Description:

This is a simple League of Legends Player Info App, using the Riot Games API (<https://developer.riotgames.com/apis>). It uses Jetpack and fragments for UI elements and is written in Kotlin.

App Function:

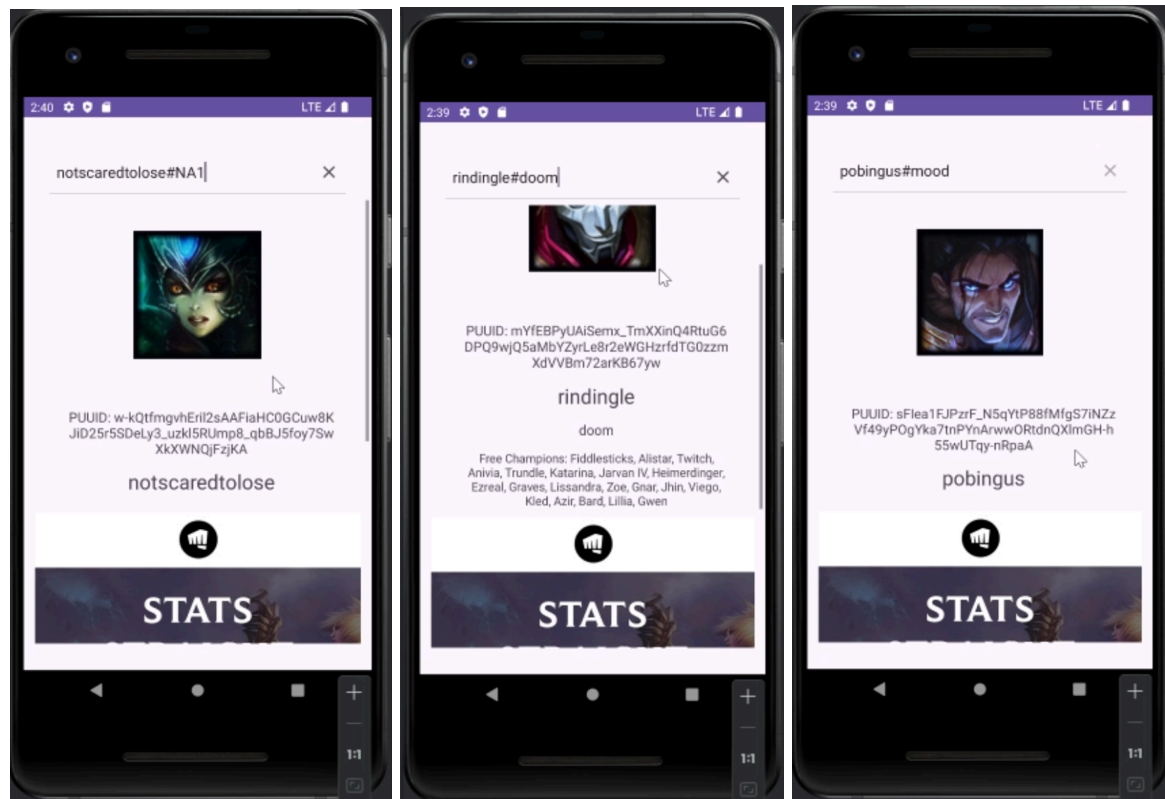
Users may search for a player by typing their GamerTag into the provided search bar. If the GamerTag exists, it will retrieve a profile picture for the player and their unique account ID (different from the GamerTag).

The App also displays the characters that are Free to Play for the week, and a small widget for the Developer Page that we reference.

Text information of each player is held in a scroll view for ease of reading through the information. The web page widget also has a scroll function.

Developer's Note: Please be aware that the API key needs to be refreshed every 24 hours. If testing the program on your own device, visit the Riot Developer's page to generate a new API key: <https://developer.riotgames.com/>

Screenshots - App in Action:

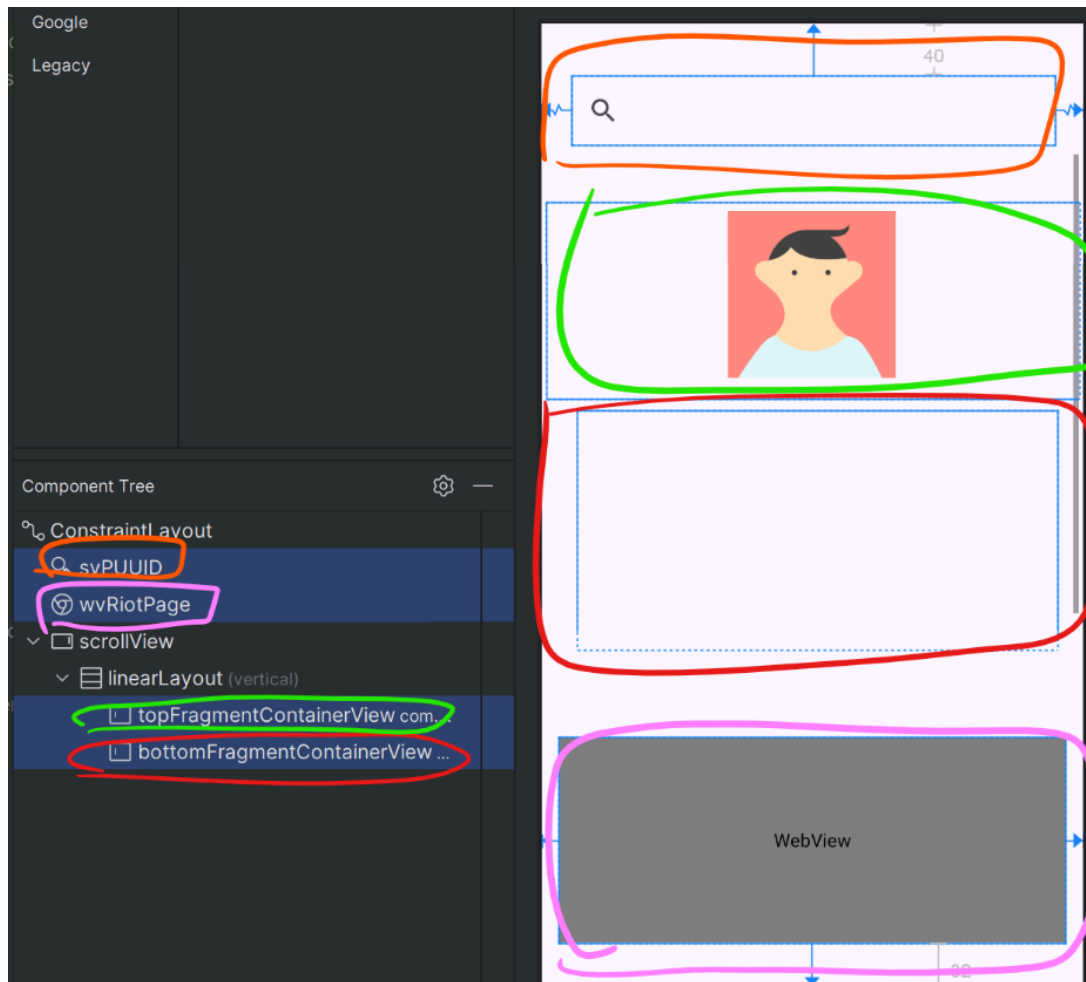


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Screenshot - Main Activity Design

- Top fragment (Green) displays the profile picture of the player
- Bottom Fragment (Red) displays multiple text views for information on the player (Username, GamerTag, UID) and Free to Play champions of the week.



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Team Member Contributions:

- Andrew:
 - Fixed + Finalized Main Activity Layout
 - Profile Picture generation to display to screen
 - Cleaned up summoner Profile Information

 - Sara:
 - Initial commit.
 - Setup the 2 fragments.
 - Initial configuration for 2 widgets.
 - Added 3rd Widget webView that displays Riot Dev Page.

 - Nader:
 - API Configuration
 - Got Textviews to retrieve respective information on players.
 - Retrieved all "Playable characters for the week" for display.
 - Initial picture loading logic.
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