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.
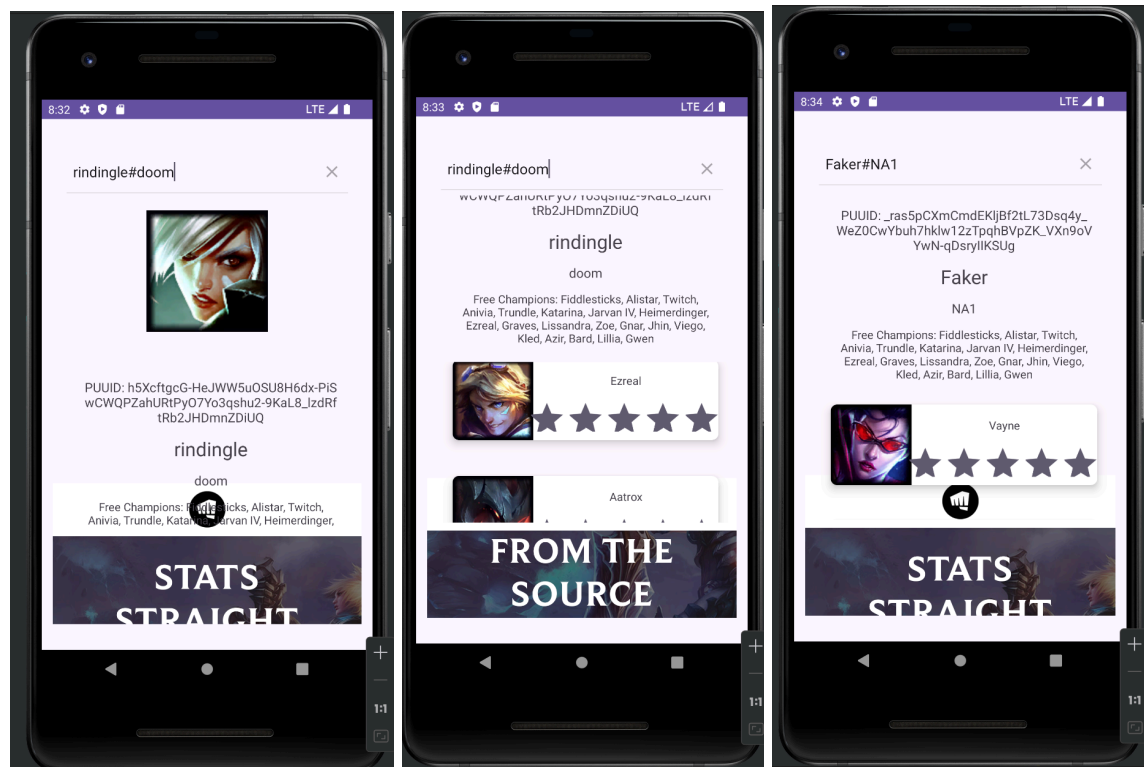
App Function:
Users may search for a player by typing their GamerTag into the provided search bar. If the GamerTag exists, it will retrieve a profile picture for the player and their unique account ID (different from the GamerTag), and a brief list of their most played Champions.
The App also displays 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/

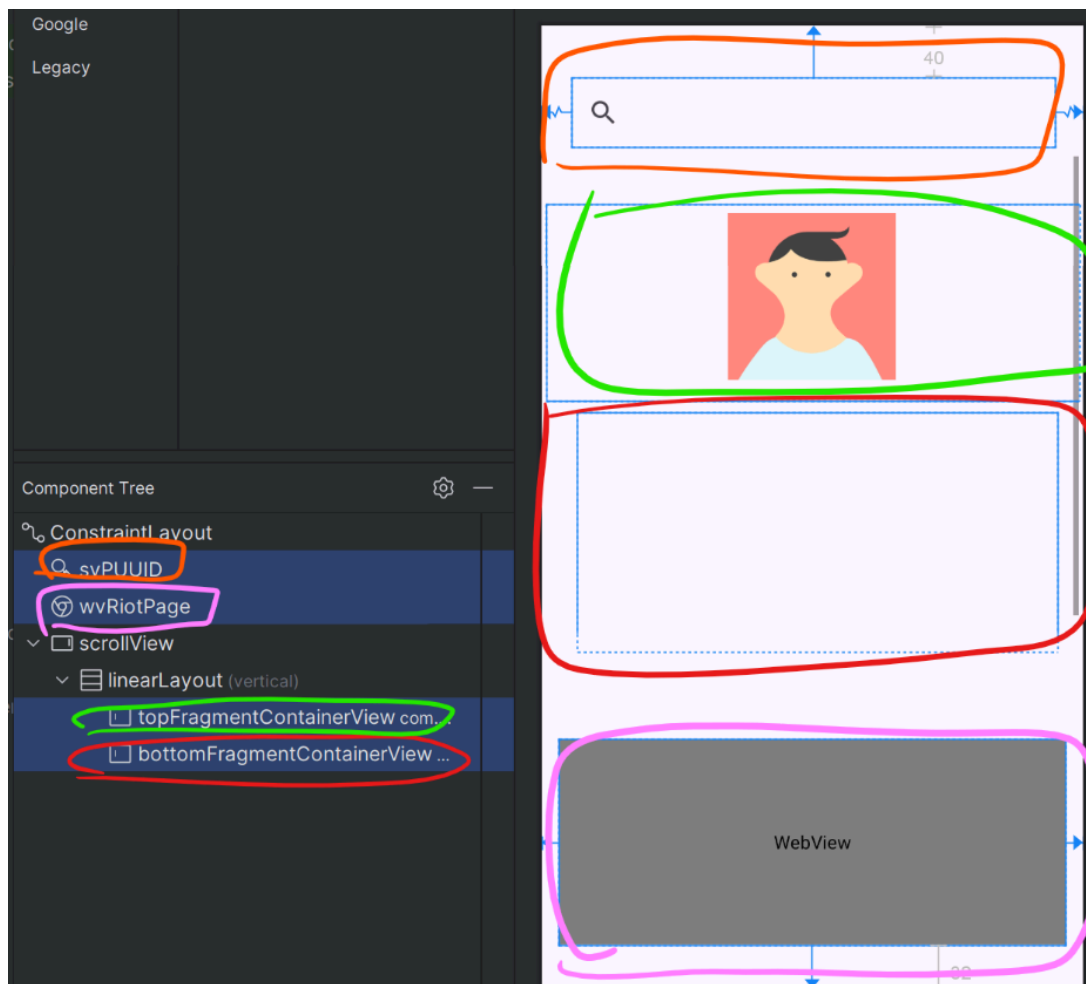---

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.
    - Logic for Most Played Champions list.

- 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.