

Item Set Builder

Creating Item Sets online that can be imported as in game recommendations

Introduction

We are both students in Switzerland at a middle school for informatics, so we have quite a bit of free time in which we are constantly searching for projects to test our skills. Damian found out about the API Challenge so we decided to enter together. The problem we wanted to address with our project was the following: There are a lot of websites that showcase recommended Item Builds and these sites are useful, but there is an in game feature for these recommendations, so why is it, that none of those Websites use this feature? Now players are forced to tab out of their game ever so often and look at the website with item recommendations they keep opened in the background. So we created a website that uses the in game method, to address this problem.

How does it work?

The first decision a User has to make, is which champion he wants to create a Build for. He then has two choices, either he creates a new build by pressing the “edit” button or he looks at Builds that were created by other Users by pressing the “Show Builds” Button (all created Builds are saved in a database). If the User creates a new Build he will be redirected to our builder.php page, the champion name is transmitted via GET. Here he can drag and drop Items, Add a build title, search and filter items, choose a map and customize everything until he likes the Build. When the User saves the build he gets a .rar file containing the .json file that he now has to copy into his league of Legends directory. If the User chooses to show all the Builds, a Dialog Window listing the Build names of all the previously saved Builds is opened. The Build names are listed as links that redirect the User to a page where he can look at and download the Build. The User has the possibility of downloading every single Build for every champion by pressing the “Download all of our Builds button”. The index.php page was created by getting the pictures and champion names listed in the “champion.json” provided by Riot. The builder.php page was created by getting the items, item names, item pictures etc. from the item.json provided by Riot.

Tools Used

IDE: Netbeans

Bootstrap/ Jasny Bootstrap

jQuery.js

Sortable.js

FileSaver.js

Jzip.js

Riot Static Data: Champion.json and Item.json

This Project was definitely a great learning experience and we are proud of our result.