Game Performance Tracker

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Working Prototype Known Problems Report

Problem Description	Cause of failure	Location of fault	Possible action for removal of fault
Sometimes, the graphs go out of bounds and does not look clean	Not a large enough graph size	• frontend/Overview/components/MatchSummary/MatchChart.tsx • frontend/MatchHistory/components/MatchListSummary/DataChart.tsx	Set a static range for the graph layout such that the data is represented more clear and is not cut off
The queue type drop down does not work as intended, does not produce new list of players	Endpoint was not created	• backend	Implementation of the endpoint
The region drop down bar does not affect the leaderboard	When the API call is sent, the region stays static to NA	• backend	Identify location at which the API is called, and make the region input dynamic rather than static
After searching for a nonexistent player again, the user will not be redirected to the error page after the first redirection.	We don't want to send the Get request to the API again for the same request.	• frontend	Set up the redirection of page every time when the search bar is used.