Champion Pool

Summary

A simple offline app that shows you what champions you play in different lanes.
- Top lane
- Jungle
- Mid lane
- Marksman
- Support
  - o "Marksman" and "Support" together are "Bot lane" but since they do different roles, we are separating them.

League of Legends (LoL) has 6 different attributes:
1) Assassin
2) Fighter
3) Tank
4) Support
5) Marksman
6) Mage

- In the Excel Document, if the champion is a "Mage", the champion always does "Magical Damage".
- But a champion can do "Magical Damage" but not be a mage. That means the champion is "Melee" and does "Magical Damage".
- A mage is defined by doing lots of "Magical Damage" and being slow at walking / immobile.

In sorting out the attributes, I looked through the LoL client and this webpage:
http://leagueoflegends.wikia.com/wiki/League_of_Legends_Wiki

(Some of the attributes are a bit odd, like Caitlyn: her secondary attribute is "Mage" but only one of her spells does magic damage.

Blitzcrank is always played as a support, but rare / odd picks can put him in top lane, mid lane, or jungle.

Some champions don't have secondary attributes.

Some champions can do physical damage and magical damage, like Corki and Jax, but I will highlight which type of damage they lean towards more in bold and underlining.

Some champions can be ranged or melee – they can switch forms. I will highlight if they are melee or ranged at the start of the game.)

Music

Sound files we may need:

Select sound – for when menu buttons are clicked. Just a simple "click".

Drag and drop sound – when you drag the champion into your specified lane.

Tick sound – when selecting attributes.

Scrap sound – when you remove a champion from your lane. Star
sound.

Maybe background music. Was thinking most likely not since it's going to be a simple quick offline app. But if we do, can just use Summoner's Rift's background music - https://www.youtube.com/watch?v=iy6YDd5iHB4. Copyright though?

Art and Animation

Animation Won't be that much animation. There won't be any fancy animation when switching screens. Tick = tick just appears, star = star appears, when removing a champion, could make it go up in a puff of smoke, or just disappear.
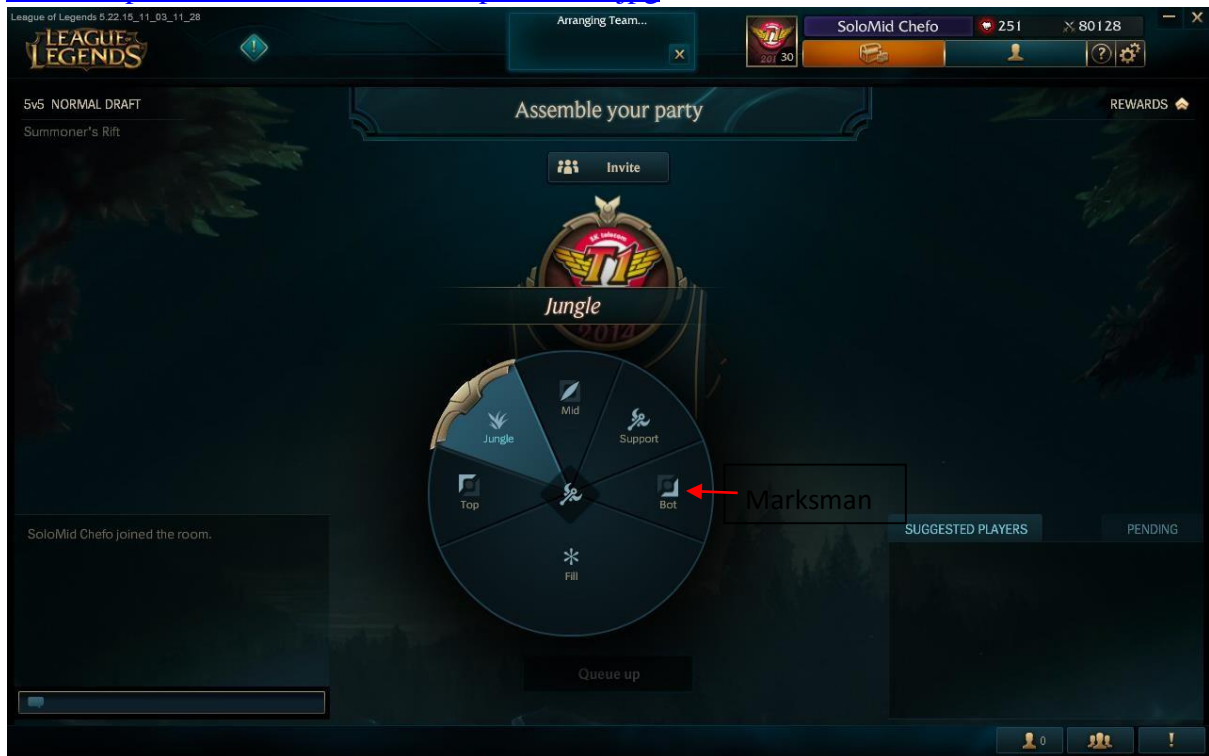
Art

Thinking of going in to the official LoL website and then cropping the face so just seeing the face. Something similar to this:

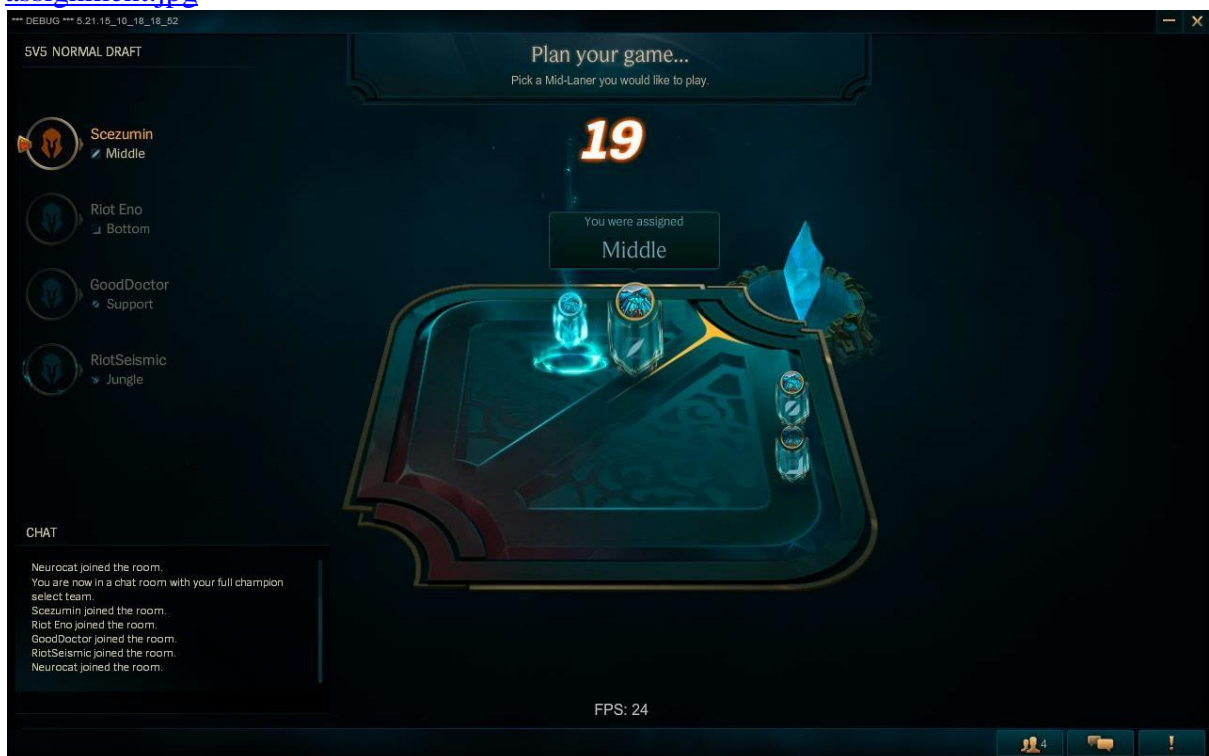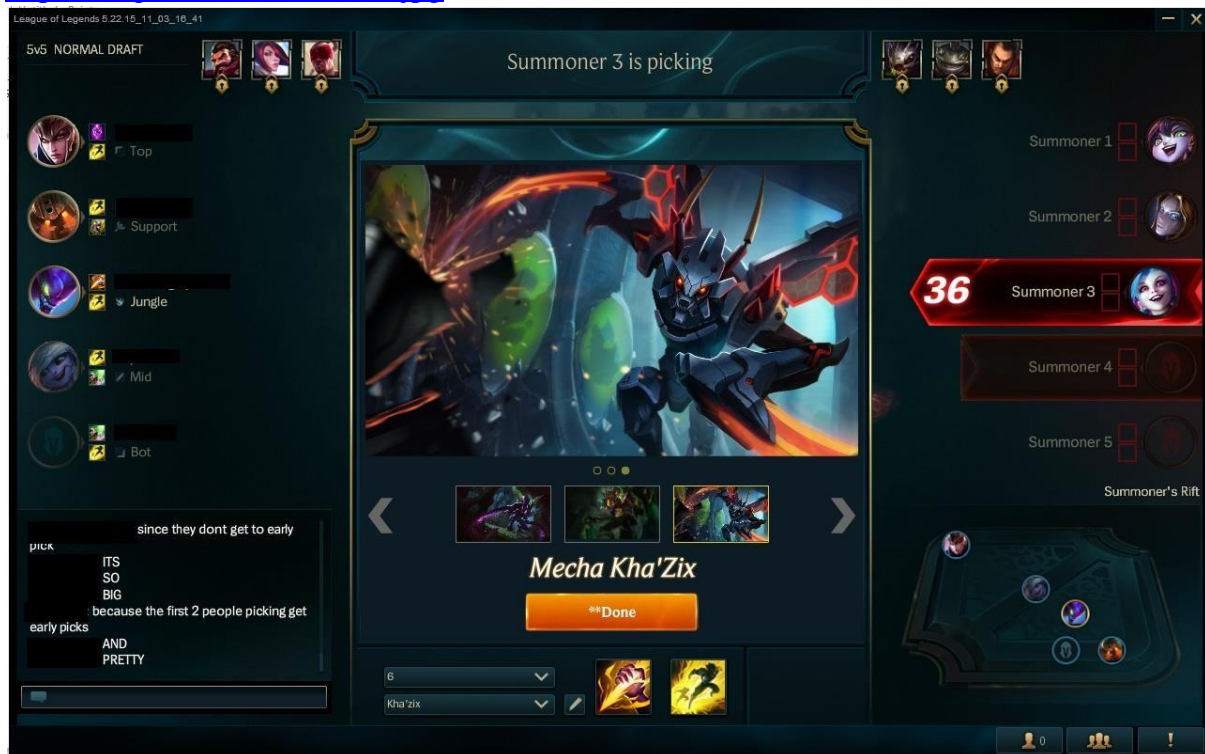Team Builder – Removed from League client now.
http://images.gameskinny.com/gameskinny/f781c934c7522b6693fb356084dafc2e.jpg

Dynamic Queue – Current queue for League client. http://www.newsoflegends.com/wp-content/uploads/2015/11/New-Champ-Select-2.jpg

http://3.bp.blogspot.com/-X_KaXwRTKHU/VjlHwgAp37I/AAAAAAAAH1E/hZmp7q677N0/s1600/position-assignment.jpg

As in the App Screens.pdf, a button has an image on it which shows the portrait and champion name.

Back-End
Saving stuff, go with text files. Going to be the easiest. Not sure of how it will look, but I imagine it will be something like

<u>Copyright</u>
If the app does well, copyright idea? Because we can easily make this for other games of the similar genre, like Dota, Heroes of the Storm, Defence of the Ancients, Smith, etc…

<u>Copyright issues</u>
Probably won't be, but don't know if we'll run into any issues using their art. Will only be using the art from the default skin and not any fan-made stuff.

<u>Extras</u>
Can add counters. Counters taken from this website - http://www.lolcounter.com/ Also can include tips as well. But this is all user-generated, copyright issue?

In the very last screen of "Top lane" | "Select attributes", the "playing against" box, that is there so if the user is playing against a champion, they can type in the name of the champion, and the champions that the user has picked out will automatically filter out. The user can then filter out the champions more by selecting which attributes they want.

As you see in the lolcounter, click into a champion and you can see the listed tags underneath the name. That's where I got my idea from.

Adding a search bar to get to champions quicker.

Could make it for desktop as well. Could see how well the app does and then ask users if want a desktop version. GameMaker/Unity/Unreal for Windows, GameSalad for Mac, should be simple enough?

Was thinking about Unity/Unreal first because they're cross-platform.

As in the game document I sent you, it said that we need to pay a 1-off registration fee for the Android store. Under your name or mine or together? I don't have one but plan to make one soon.

I can advertise via Reddit, Twitter, Facebook, word-of-mouth.

Need to think up of better names for the main menu buttons.

<u>Environment and Language</u>
So next trimester, the modules I am taking are:

<u>Programming for Mobile Devices</u>

MODULE CONTENTS

PART 1: WEB-APP DEVELOPMENT FOR MOBILE DEVICES

This will be an introduction to web-application development targeted to mobile devices such as smartphones as tablet computers. The jQuery Mobile framework, which is cross-platform, will be used as an exemplar, and there will be practical sessions on using this development framework.

PART 2: ONLINE DATA ACCESS

In this part of the module we will look briefly into the use of data from web sources such as RSS feeds and web services. The structure of the web does not allow apps to get unfettered access to online data, and so some trickery is needed to make this work.

PART 2: ANDROID DEVELOPMENT

Currently there are two good development environments for Android applications: App Inventor is an online development kit which works entirely within a browser, both allowing application user-interfaces and application logic to be developed graphically. While this approach has limitations, it is perfect for developers who simply wish to access some of the features of an Android device, such as geo-location, text-to-speech and instant messaging to create simple utility applications or games. The full Android Development Toolkit (ADT) is a Java development environment, which is supported by a plug-in for the Eclipse development system. This gives full access to the underlying Android services and the full benefits of an Object-Oriented programming language. In the module, we will do some practical work using App Inventor, and have a brief look into the full Android Development Kit (ADK).

Think we're going to be using Webstorm – so JavaScript, Eclipse.

<u>Native App Interaction</u>
Summary: In this module you will be programming Android apps in Java using the development environment Android Studio. The first part of the module will deal with user interface components, layout and producing a working interface.

So, I think in conclusion, it's best to use Eclipse and program in Java(Script) or something.