Software Development Project - April 2021 League Of Legends - Match History Using The Riot API Richie Motorgeanu

## <u>ldea:</u>

Create an application that can analyze the data of a game and sort it in a way that's user-friendly. Could be extended to also interpret the data from the game to give tips and advice to the player based on their performance.

#### Purpose:

\_\_\_\_\_To inform players about the statistics of a game, and potentially their strengths and weaknesses.

## **Current Progress:**

Since the last writeup, I've been able to implement the ability to show a player's last 25 games, the ability to check any of those games into more detail, the ability to show player's games from other regions, and added more visuals and data.

I've mainly focused on the page displaying the last 25 games, as this would be the most used page.

Once data is retrieved from the servers, it is stored locally on the machine to speed up the program and minimize interactions with the API.

## Things Still To Be Done:

Although there have been many features implemented, there's still a lot left to do. I still need to add a back button to return to the previous menu, show more data in the match history as well as the match details, and implement a sorting feature to search for certain games.

In the future, it would be nice to either compile it up as an application for myself, or develop it into a web app.

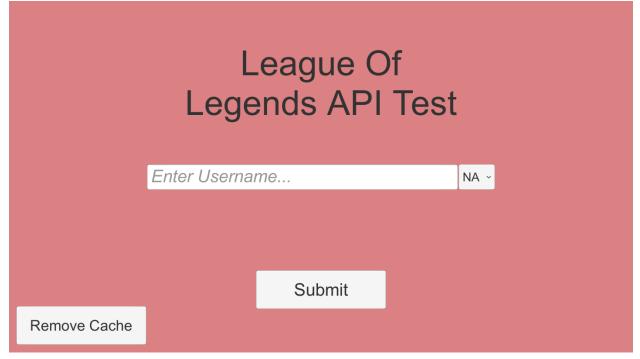
#### **Difficulties:**

It was a pain to figure out how to store the data. The API key only allows so many calls per minute before it denies it. The solution that I ended up using was to store the JSON files locally. With that I needed to create methods to quickly translate JSON from the API or local files to usable objects or from objects to JSON and save it to file.

As well, I had many issues getting images from the API as well, which was solved using coroutines.

# A Small Demo:

This is the main menu of the program, not visually appealing but that was the least of my worries. The user has the option to enter their username and submit, change their region from the dropdown box, or clear their cache.



Once the user enters their username, a history of the latest 25 saved matchesappears. If there's no games saved, it calls the API to get it. The user can scroll through the matches, or reload to grab any recent matches.

Multipixels				Reload
		oneforall 7 / 3 / 18	3878536980	köökië 🤮 👘 Breazyx BodyDanceClone 🔄 🍘 MarxWarr UwULucario 🔄 🍘 opjacobdyoutube GaryLazrEyes 🔄 🍘 Multipixels Bakuyawa 🚭 🏹 Redexxes
		oneforall 4 / 5 / 12	3878582348	LuxuryTheBest 20 Bilborakesh Multipixels 20 EM Retyrus Redexxes 20 Em sung801 Wickops007 20 Bind me tightly 2k14sneaky 20 20 poptre55
		classic 2 / 5 / 7	3878493103	Tommy Wiseau 🔐 候 use mind georgejones 🖉 😭 Chepin thegr6estofall 💽 🔐 bilnd adc Multipixels 🖉 🌀 Luharis Redexxes 🐼 🐼 noodł
		акам 17 / 6 / 22	3878436575	Multipixels 💽 🚺 heeyeon Darth Tiberius 💭 🕼 TLK1NG pizheipicantstop 😭 🕼 TOP Panda 7Q Dex907 🐼 🙀 Chilling Soul baitopuss 🖉 🔯 CallMeKinky
	2	aram 2 / 5 / 10	3878406514	Door 💓 🕃 SPNVG Sprinkler 🐼 😭 Hiryu Multipixels 🖗 🔀 Paradox4J Mattchupichu 💽 🕵 KAM 2233 Sad Boi Coochie 🕲 Metrodium
		CLASSIC		Shybe 🌍 🚺 Andis138 SpookyBloopy 🌇 😒 Plxtypus

Once the user clicks on any of the matches listed, the match details pop up. This menu hasn't really changed since the start of the project, outside of the character images.

		CLASSIC			
Tommy Wíseau	3/3/6		5/4/4	use mind	
georgejones	6/0/8		3 / 5 / 5	Chøpin	
thegr8estofall	7 / 4 / 3		0/3/8	blind adc	
Multipixels	2/5/7		2/5/4	Luharis	
Redexxes	3/2/7		4 / 4 / 4	noodł	<b>W</b>