

Module 2: Project

RIOT API BOOTCAMP

Slide Deck



LEAGUE OF
LEGENDS
WILDRIFT

LEGENDS OF
RUNETERRA



WHAT IS THE PURPOSE OF THIS COURSE?

Learning to use the Riot API is a bit of a struggle. There's very few resources out there and they're not very structured.

"The Riot API Bootcamp Course is designed to take you from no knowledge up to building your own app."



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WHO AM I?

Karl, Rocket Scientist & Data Analyst

Past work and collaborations:

- NASA
- Wells Fargo
- Mozilla
- Lockheed Martin
- Air Force Research Lab
- Siemens, GSK

Experience in everything from AI/ML to jet engine design

“Solve difficult problems with novel methods, by any means necessary”

RIOT API BOOTCAMP SYLLABUS

1. Basics (Python, GitHub, Notepad++)

1. Resources to get started
2. Setting up an environment
3. Downloading GitHub repos
4. JSON explanation & Notepad++ example
5. *Project: read csv file, convert to data frame, create graphs*

2. Riot API introduction

1. What is an API?
2. Getting access & Registering your App
3. What end points are there/what data is available?
4. Explanation of puuid/account name
5. *Project: make an API call on the website & download the data*

3. Automating API interactions

1. Introduction to libraries (Cassiopeia, Riot Watcher)
2. Getting help (documentation, Discord)
3. *Project: automate an API call using a library*

4. Single Endpoint Data

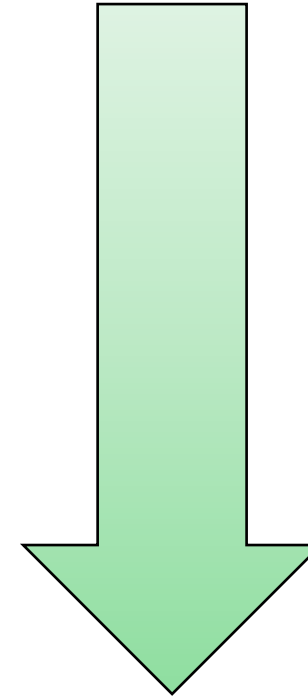
1. Use case explanation (e.g., in-depth match analysis, leaderboards)
2. Code example- getting challenger leaderboard
3. *Project: request last 25 games for an account and determine the most common champion(s)*

5. Large Scale Data Collection

1. Use case explanation (e.g., match history of top 50 players)
2. Setting up a process pipeline
3. Comparing 1 file approach vs. functions across files approach
4. *Project: determine number of roles (TOP, MID, etc) on the challenger ladder using the last 5 games*

5 Modules covering core topics

Project at the end of each





PROJECT-2 INFO

Task List:

1. *Make an API call on the website*
2. *Download the data*

LET'S DIVE IN

QUESTIONS?

Contact me



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It is my hope that this course is easy to understand and follow

Have a question or want additional details?
Just reach out!

If you want to know more about my work (LoL Genius) or have questions about something you're building, LMK!