Getting Started with VALORANT

RIOT API BOOTCAMP

riot-api-bootcamp.thinkific.com

WHY IS VALORANT DIFFERENT?

Valorant Game Policy

Note: Personal Key Applications are currently not supported.

Use Cases

Riot analyzes two main factors when evaluating applications:

- Is the use case good and approved?
- Does the developer show they will deliver on that use case?

To demonstrate that your app meets the use case, you should have one or more of the following:

- Be an established brand that wants to add Riot Games to its portfolio.
- New app that is fully functional and testable by Riot.
- Prototype that is mostly testable by Riot.
- Mockups where Riot can clearly express your intent and the user flow.
- A deck that shows your ambition and intent and some of the user flow.

Riot needs to see the user flow to understand what your intended player experience is, such as account creation process, login pipeline, or queuing up for match pipeline.

You must also send a link to a working site, mockup, prototype, or rendering where it is easy to understand the user flows of the tool.

Note: All apps must include functionality requiring a player to opt-in to sharing their data. This is done via RSO integration, as well as a disclaimer within your app that account linking makes player data public.

Disclaimer: All third-party Valorant sites approved for RSO must include a disclaimer for Opt-in policies, where all players must first sign up for their service to display their stats/gameplay data. If players have not opted into data sharing in their ecosystem, their information should not be made available to other players through their website, applications, or game overlays.

HOW DOES THIS COMPARE WITH OTHER RIOT GAMES PRODUCTS?

- **League of Legends**
  - Riot API was originally designed for LoL
  - Variety of endpoints
  - Supports tournament game creation

- **Legends of Runeterra**
  - Gets card info, game state
  - Mostly interacts with client

- **Teamfight Tactics**
  - Similar end points to LoL
  - Specific data is limited (item names, but not effects)

DEVELOPER

APIS DOCS POLICIES STATUS CHANNELS

[redacted]

DEVELOPMENT API KEY

VALORANT MOBILITY IMPACT ON GAME DURATION

[redacted]

DETAILS

EDIT APP RESUBMIT APP DELETE

PRODUCT DESCRIPTION

Often Valorant patches revolve around agent mobility. I was curious as to see if these changes had any impact on the duration of matches at the highest level (queue= tournamentmode). For a given patch, I would be pulling the duration of matches and comparing it to the number of mobility related changes in the patch notes.

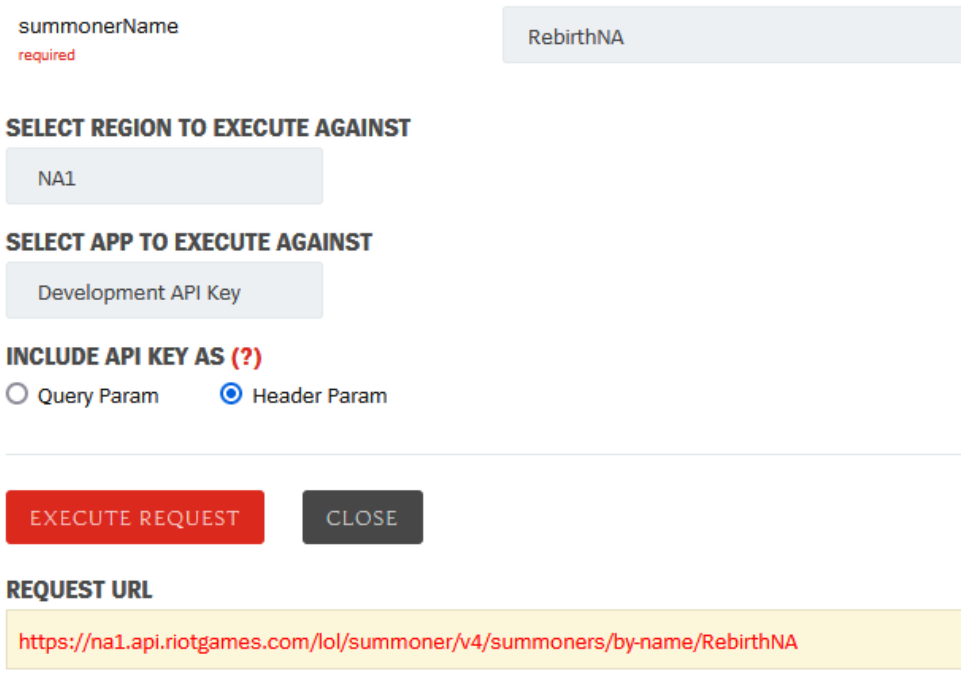
I would like to request access to "/val/match/v1/recent-matches/by-queue/{queue}" and "/val/match/v1/matches/{matchId}".

GENERAL INFO

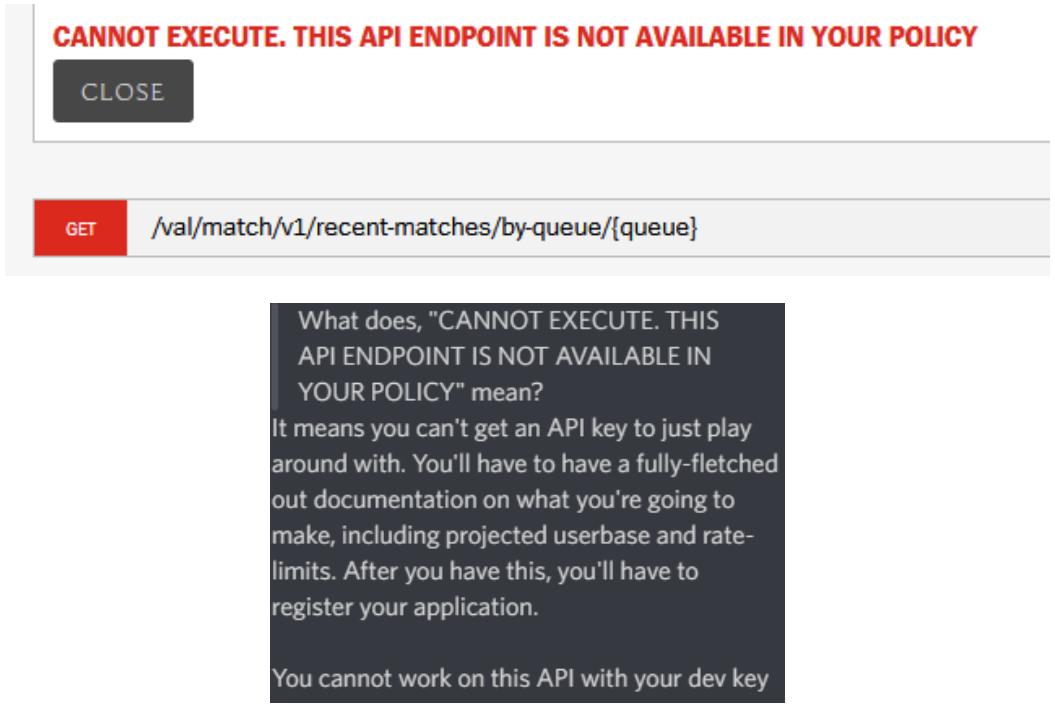
App ID	[redacted]
Status	Rejected
Product Group	417 DevOps
Product URL	

API METHODS COMPARISON

Summoner-v4 (League)



Val-match-v1 (Valorant)



So how can I build an app without any access?

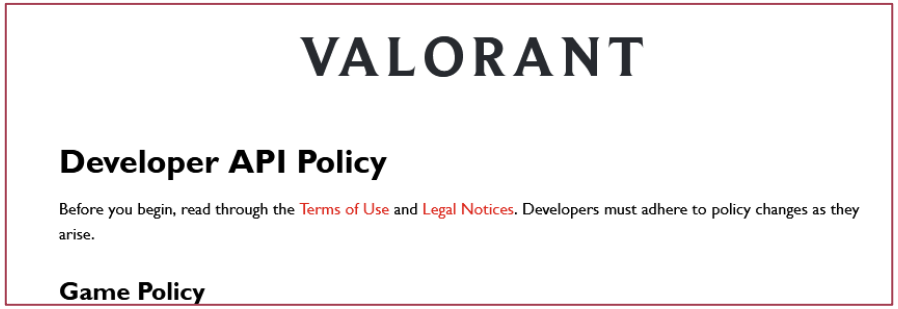
RIOT API BOOTCAMP

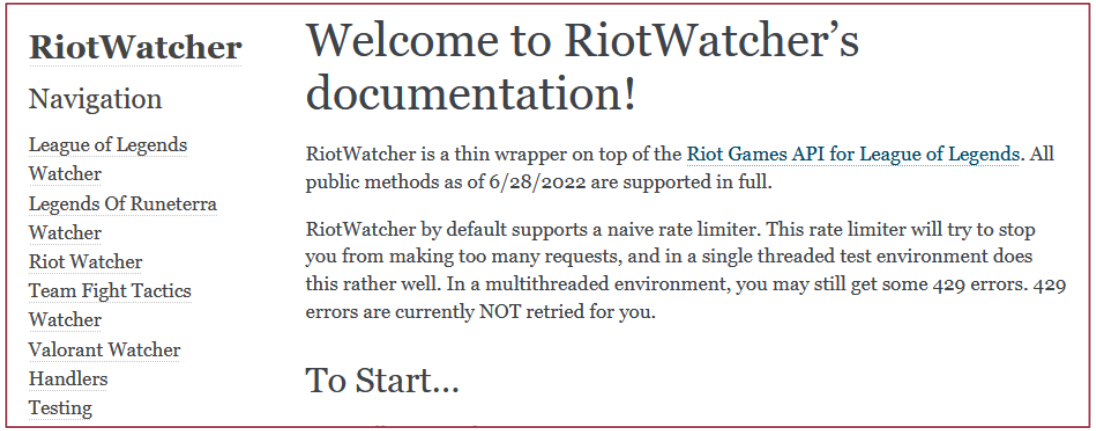
riot-api-bootcamp.thinkific.com

FINDING DOCUMENTATION

- There is no official documentation for the Valorant API
- Often information is in multiple places

- Riot API recommendations: https://developer.riotgames.com/docs/valorant
- Python library specific: Riot Watcher (https://riot-watcher.readthedocs.io/en/latest/index.html)
- Community documentation: Hextechdocs (https://hextechdocs.dev/)

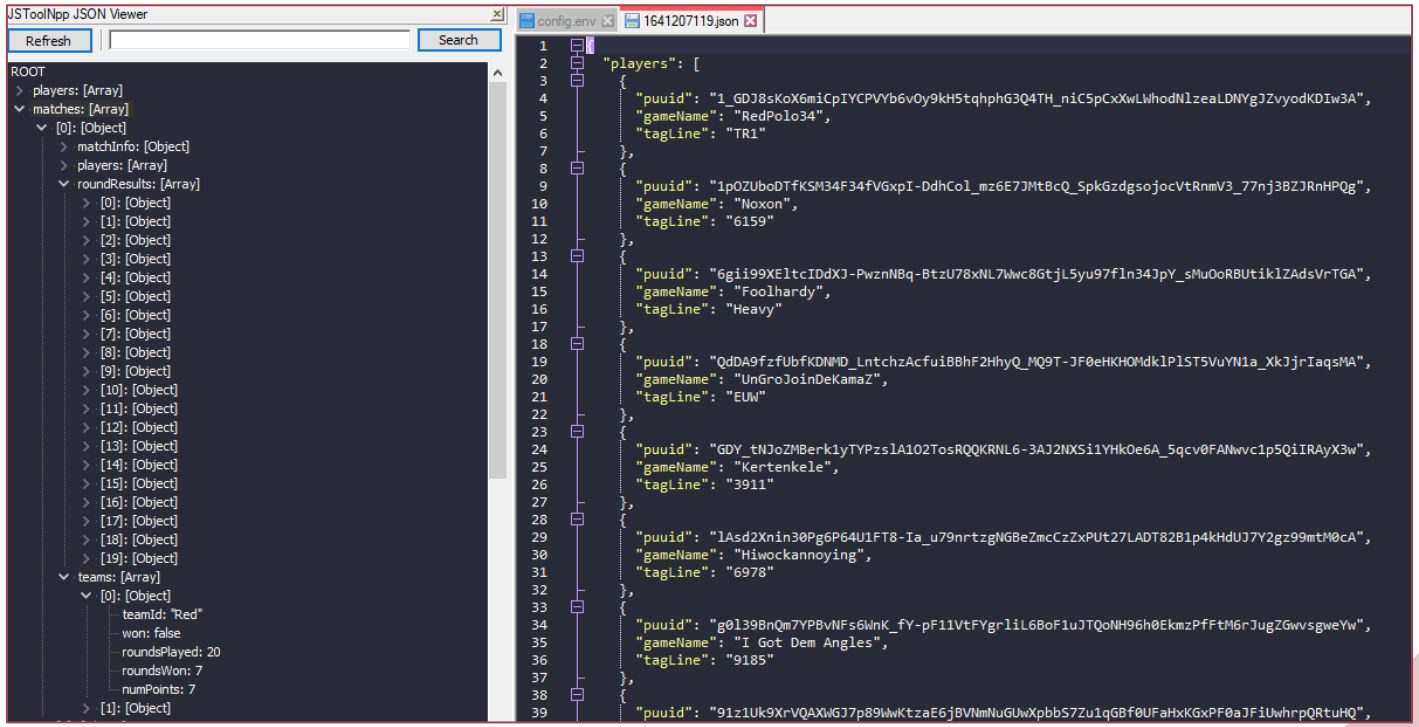




SAMPLE DATA

- Occasionally posted in the Riot Games Developer discord

- Raw data: https://stelar7.no/valorant/
- Or just scrape people's GitHub projects



Index of /valorant

Name	Last modified	Size	Description
Parent Directory		-	
eu/	2022-01-03 15:26	-	
vod/	2021-03-09 19:07	-	

VALORANT API ENDPOINTS

valorant endpoints

endpoints.txt — Raw

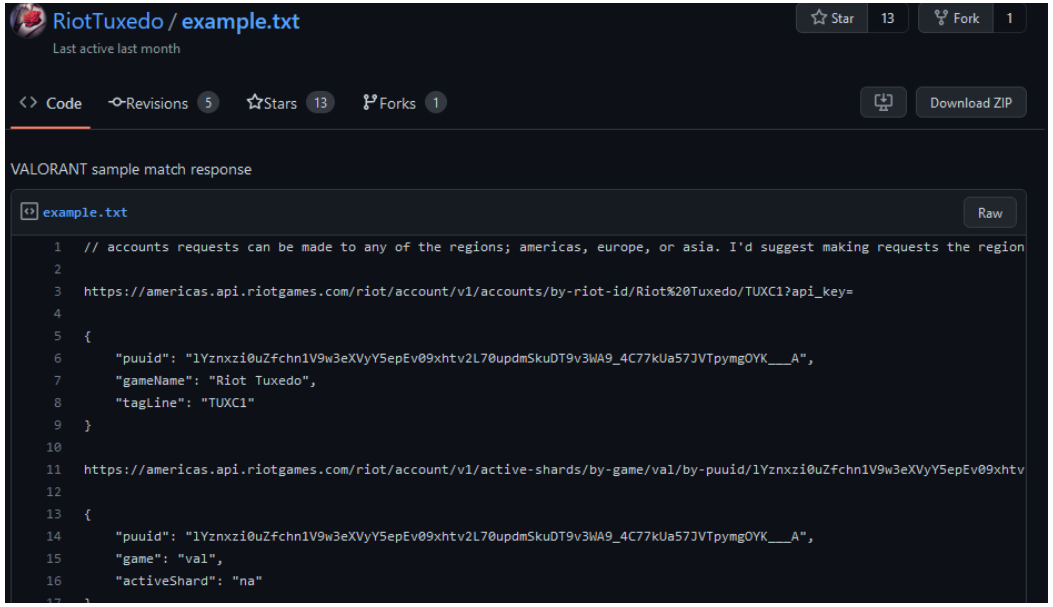
```
[PlayerFeedback_CheckForSurvey]                 POST
[PlayerFeedback_SendAnswers]                    POST

[PatchNotes_GetPatchNotes]                      GET

[AggStats_Fetch]                                GET

[AccountXP_GetPlayer]                           GET    https://pd.ap.a.pvp.net/account-xp/v1/players/{user_id}

[Config_FetchConfig]                            GET    https://shared.ap.a.pvp.net/v1/config/ap

[Content_FetchContent]                          GET    https://shared.ap.a.pvp.net/content-service/v2/content

[Contracts_Fetch]                               GET    https://pd.ap.a.pvp.net/contracts/v1/contracts/{user_id}
[Contracts_Activate]                            POST   https://pd.ap.a.pvp.net/contracts/v1/contracts/{user_id}/special/{contract_i
[Contracts_UnlockItemProgressV2]                POST   https://pd.ap.a.pvp.net/contracts/v2/item-upgrades/{definition_id}/{user_id}
[Contracts_UnlockContractProgression]           POST   https://pd.ap.a.pvp.net/contracts/v1/contracts/{user_id}/contracts/{contract
[Contracts_UnlockItemSidegrade]                 POST   https://pd.ap.a.pvp.net/contracts/v1/item-upgrades/{definition_id}/sidegrade
[Contracts_UpgradeContract]                     POST   https://pd.eu.a.pvp.net/contracts/v1/contracts/{user_id}/contracts/{contract

[ContractDefinitions_FetchActiveStory]          GET    https://pd.ap.a.pvp.net/contract-definitions/v2/definitions/story
[ContractDefinitions_Fetch]                     GET    https://pd.ap.a.pvp.net/contract-definitions/v2/definitions

[CoreGame_FetchPlayer]                          GET    https://glz-ap-1.ap.a.pvp.net/core-game/v1/players/{user_id}
[CoreGame_FetchMatch]                           GET    https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}
[CoreGame_FetchMatchLoadouts]                   GET    https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/loadouts
[CoreGame_FixPlayerSession]                     POST
[CoreGame_FetchInstallStats]                    GET
[CoreGame_DisassociatePlayer]                   POST   https://glz-ap-1.ap.a.pvp.net/core-game/v1/players/{user_id}/disassociate/{m
[CoreGame_FetchAllChatMUCToken]                 GET    https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/allchatmuctoke
[CoreGame_FetchTeamChatMUCToken]                GET    https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/teamchatmuctok
[CoreGame_FetchVoiceToken]                      GET    https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/teamvoicetoken

[DisplayNameService_FetchPlayers_BySubjects]    PUT    https://pd.ap.a.pvp.net/name-service/v2/players
[DisplayNameService_UpdatePlayer]               POST   https://pd.ap.a.pvp.net/name-service/v2/players

[ItemProgressionDefinitionsV2_Fetch]            GET    https://pd.ap.a.pvp.net/contract-definitions/v3/item-upgrades

[Latency_Stats]                                 POST   https://shared.ap.a.pvp.net/latency/v1/ingestMulti
[Latency_Stat]                                  POST   https://shared.ap.a.pvp.net/latency/v1/ingest

[LoginQueue_FetchToken]                         POST   https://apse.pp.riotgames.com/login-queue/v2/login/products/valorant/regions
```

https://gist.github.com/Kavan72/b6e0bfdf21d610148f64df878b8a2cc5

- The community has figured it out mostly by trial and error
- https://techchrism.github.io/valorant-api-docs/
- These aren't "official" so don't do anything that would get you banned
- Riot has their servers split up between regions, so each region has their own URL.

Region	URL
North America	https://pd.NA.a.pvp.net/
Europe	https://pd.EU.a.pvp.net/
Asia Pacific	https://pd.AP.a.pvp.net/
Korea	https://pd.KO.a.pvp.net/

RIOT PROVIDED SAMPLE API RESPONSES



RiotTuxedo / example.txt

Last active last month

Star 13 Fork 1

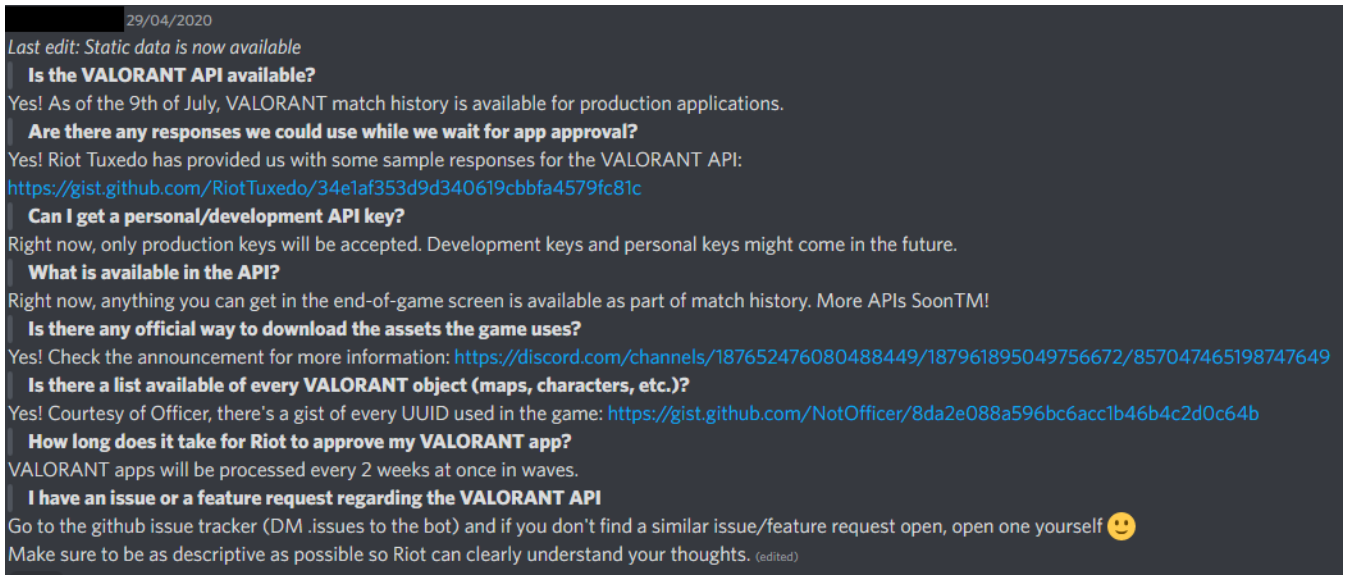
Code Revisions 5 Stars 13 Forks 1 Download ZIP

VALORANT sample match response

example.txt Raw

```
// accounts requests can be made to any of the regions; americas, europe, or asia. I'd suggest making requests the region

https://americas.api.riotgames.com/riot/account/v1/accounts/by-riot-id/Riot%20Tuxedo/TUXC1?api_key=

{
    "puuid": "1Yznxzi0uZfchn1V9w3eXVyY5epEv09xhtv2L70updmSkuDT9v3WA9_4C77kUa57JVTpymgOYK___A",
    "gameName": "Riot Tuxedo",
    "tagLine": "TUXC1"
}

https://americas.api.riotgames.com/riot/account/v1/active-shards/by-game/val/by-puuid/1Yznxzi0uZfchn1V9w3eXVyY5epEv09xhtv

{
    "puuid": "1Yznxzi0uZfchn1V9w3eXVyY5epEv09xhtv2L70updmSkuDT9v3WA9_4C77kUa57JVTpymgOYK___A",
    "game": "val",
    "activeShard": "na"
```

https://gist.github.com/RiotTuxedo/34e1af353d9d340619cbbfa4579fc81c



[redacted] 29/04/2020

Last edit: Static data is now available

Is the VALORANT API available?

Yes! As of the 9th of July, VALORANT match history is available for production applications.

Are there any responses we could use while we wait for app approval?

Yes! Riot Tuxedo has provided us with some sample responses for the VALORANT API:
https://gist.github.com/RiotTuxedo/34e1af353d9d340619cbbfa4579fc81c

Can I get a personal/development API key?

Right now, only production keys will be accepted. Development keys and personal keys might come in the future.

What is available in the API?

Right now, anything you can get in the end-of-game screen is available as part of match history. More APIs SoonTM!

Is there any official way to download the assets the game uses?

Yes! Check the announcement for more information: https://discord.com/channels/187652476080488449/187961895049756672/857047465198747649

Is there a list available of every VALORANT object (maps, characters, etc.)?

Yes! Courtesy of Officer, there's a gist of every UUID used in the game: https://gist.github.com/NotOfficer/8da2e088a596bc6acc1b46b4c2d0c64b

How long does it take for Riot to approve my VALORANT app?

VALORANT apps will be processed every 2 weeks at once in waves.

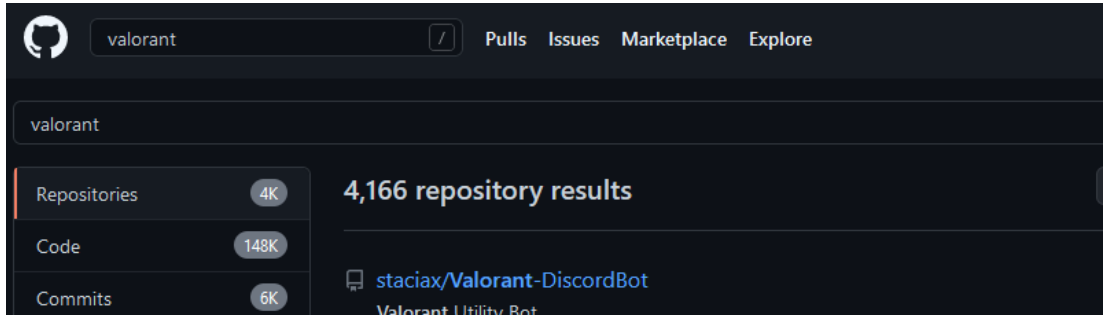
I have an issue or a feature request regarding the VALORANT API

Go to the github issue tracker (DM .issues to the bot) and if you don't find a similar issue/feature request open, open one yourself 🙂
Make sure to be as descriptive as possible so Riot can clearly understand your thoughts. (edited)

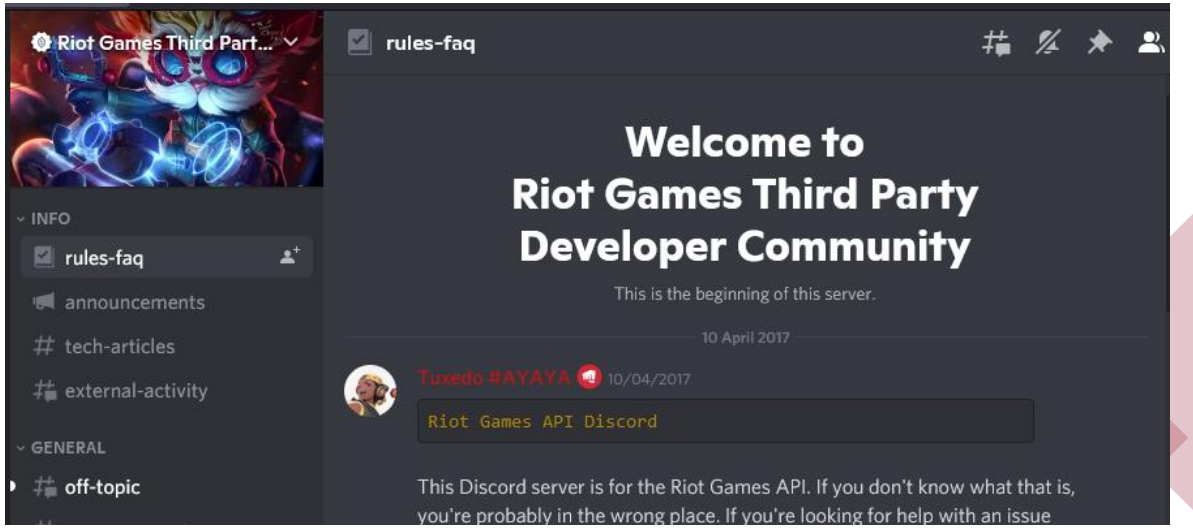
Riot FAQs on the VALORANT API from the Riot Developers Discord

GETTING HELP

- Check past projects!
  - *This is not an endorsement of these projects, and you should double-check their usage/validity.*
  - https://github.com/HeyM1ke/ValorantClientAPI
  - https://github.com/staciax/Valorant-DiscordBot
  - https://github.com/HeyM1ke/ValorantStreamOverlay
  - https://github.com/zayKenyon/VALORANT-rank-yoinker
  - https://github.com/Soneliem/WAIUA



- Ask in Discord servers!
  - Valorant App developers https://discord.gg/a9yzrw3KAm
  - Riot Games Developer community https://discord.gg/riotgamesdevrel
  - ***Always check the pinned messages first**, then use discord's search, then ask*



QUESTIONS?

Contact me

RebirthNA#2359

@LoL-Genius

417devops@gmail.com

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 or have questions about something you're building, LMK!

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