

What is the best item in League of Legends?

RIOT API DATA

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."

riot-api-bootcamp.thinkific.com

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

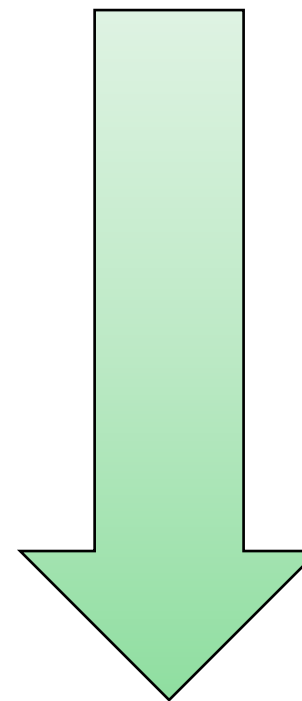
1. Use case explanation (e.g., in-depth match analysis, leaderboards)
2. Code example- getting challenger leaderboard
3. *Project: request last 25 games for an account and determine the most common champion(s)*

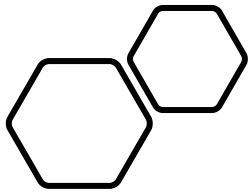
5. Large Scale Data Collection

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





WHAT DOES THE RIOT API PROVIDE?

- Info can be downloaded as a JSON file via the Riot API web portal
- <https://developer.riotgames.com/docs/lol>
- Not always the most accurate
- Format changes constantly
- Assets scattered in different places
- Community projects
 - <https://cdn.merakianalytics.com/riot/lol/resources/latest/en-US/>
 - <https://www.communitydragon.org/>

Items

Data Dragon also provides the same level of detail for every item in the game. Within Data Dragon you can find info such as the item's description, purchase value, sell value, items it builds from, items it builds into, and stats granted from the item.

http://ddragon.leagueoflegends.com/cdn/12.8.1/data/en_US/item.json

There is a field called `effect` which holds an array of variables used extra scripts. As an example, on Doran's shield you see the following data in the `effect` field, which corresponds to the 8 damage that is blocked from champion attacks.

```
"effect": {  
  "Effect1Amount": "8"  
}
```

Stat Naming Conventions

A list of possible stats that you gain from items, runes, or masteries can also be found in [Data Dragon](#). You can find a list of stats gained by the item, rune, or mastery by searching for the `stats` field. Below are some tips when it comes to understanding what a stat means and how they are calculated:

- Mod stands for modifier.
- An "r" at the beginning of the stat means those stats can be found on runes.
- Displaying flat vs. percentage vs. per 5 etc. is unfortunately case by case. For a given stat, though, it will always be the same. (e.g., `PercentAttackSpeedMod` you always multiply by 100 and display it as a percentage)
- Stats are called **flat** if you add them together, and **percent** if you multiply them together.
- Tenacity from an item does **NOT** stack but tenacity from a rune **DOES** stack.

Item Assets

<http://ddragon.leagueoflegends.com/cdn/12.8.1/img/item/1001.png>

The number appended to the item filename corresponds to the item id. You can find a list of the items ids in the item data file.

WHAT DOES THE RIOT API PROVIDE?

```
config.env x full_champ_data.json x full_item_data.json x riot_item.json x
1 [{"type":"item","version":"12.8.1","basic":{"name":"","rune":{"isrune":false,"tier":1,"type":"red"},"gold":{"base":0,"total":0,"sell":0,"purchasable":false},"group":"","description":"","colloq":"","plaintext":"","consumed":false,"stacks":1,"depth":1,"consumeOnFull":false,"from":[],"into":[],"specialRecipe":0,"inStore":true,"hideFromAll":false,"requiredChampion":"","requiredAlly":"","stats":{"FlatHPPoolMod":0,"rFlatHPPoolModPerLevel":0,"FlatMPPoolMod":0,"rFlatMPPoolModPerLevel":0,"PercentHPPoolMod":0,"PercentMPPoolMod":0,"FlatHPPRegenMod":0,"rFlatHPPRegenModPerLevel":0,"PercentHPPRegenMod":0,"FlatMPRegenMod":0,"rFlatMPRegenModPerLevel":0,"PercentMPRegenMod":0,"FlatArmorMod":0,"rFlatArmorModPerLevel":0,"PercentArmorMod":0,"rFlatArmorPenetrationMod":0,"rFlatArmorPenetrationModPerLevel":0,"rPercentArmorPenetrationMod":0,"rPercentArmorPenetrationModPerLevel":0,"FlatPhysicalDamageMod":0,"rFlatPhysicalDamageModPerLevel":0,"PercentPhysicalDamageMod":0,"FlatMagicDamageMod":0,"rFlatMagicDamageModPerLevel":0,"PercentMagicDamageMod":0,"FlatMovementSpeedMod":0,"rFlatMovementSpeedModPerLevel":0,"PercentMovementSpeedMod":0,"rPercentMovementSpeedModPerLevel":0,"FlatAttackSpeedMod":0,"PercentAttackSpeedMod":0,"rFlatCritChanceMod":0,"rFlatCritChanceModPerLevel":0,"PercentCritChanceMod":0,"FlatCritDamageMod":0,"rFlatCritDamageModPerLevel":0,"PercentCritDamageMod":0,"FlatBlockMod":0,"PercentBlockMod":0,"FlatSpellBlockMod":0,"rFlatSpellBlockModPerLevel":0,"PercentSpellBlockMod":0,"FlatEXPBonus":0,"PercentEXPBonus":0,"rPercentCooldownMod":0,"rPercentCooldownModPerLevel":0,"rFlatTimeDeadMod":0,"rFlatTimeDeadModPerLevel":0,"rPercentTimeDeadMod":0,"rPercentTimeDeadModPerLevel":0,"rFlatGoldPer10Mod":0,"rFlatMagicPenetrationMod":0,"rFlatMagicPenetrationModPerLevel":0,"rPercentMagicPenetrationMod":0,"rPercentMagicPenetrationModPerLevel":0,"FlatEnergyRegenMod":0,"rFlatEnergyRegenModPerLevel":0,"FlatEnergyPoolMod":0,"rFlatEnergyModPerLevel":0,"PercentLifeStealMod":0,"PercentSpellVampMod":0},"tags":[],"maps":{"1":true,"8":true,"10":true,"12":true},"data":{"1001":{"name":"Boots","description":"<mainText><stats><attention>25</attention> Move Speed</stats></mainText><br>","colloq":"","plaintext":"Slightly increases Move Speed","into":["3158","3006","3009","3020","3047","3111","3117"],"image":{"full":"1001.png","sprite":"item0.png","group":"item","x":0,"y":0,"w":48,"h":48},"gold":{"base":300,"purchasable":true,"total":300,"sell":210},"tags":["Boots"]},"maps":{"11":true,"12":true,"21":true,"22":false},"stats":{"FlatMovementSpeedMod":25},"1004":{"name":"Faerie Charm","description":"<mainText><stats><attention>50%</attention> Base Mana Regen</stats></mainText><br>","colloq":"","plaintext":"Slightly increases Mana Regen","into":["3114","4642"],"image":{"full":"1004.png","sprite":"item0.png","group":"item","x":48,"y":0,"w":48,"h":48},"gold":{"base":250,"purchasable":true,"total":250,"sell":175},"tags":["ManaRegen"],"maps":{"11":true,"12":true,"21":true,"22":false},"stats":{"1006":{"name":"Rejuvenation Bead","description":"<mainText><stats><attention>100%</attention> Base Health Regen</stats></mainText><br>","colloq":"","plaintext":"Slightly increases Health Regen","into":["3109","3801"],"image":{"full":"1006.png","sprite":"item0.png","group":"item","x":96,"y":0,"w":48,"h":48},"gold":{"base":300,"purchasable":true,"total":300,"sell":120},"tags":["HealthRegen"],"maps":{"11":true,"12":true,"21":true,"22":false},"stats":{"1011":{"name":"Giant's Belt","description":"<mainText><stats><attention>350</attention> Health</stats></mainText><br>","colloq":"","plaintext":"Greatly increases Health","from":["1028"],"into":["3075","3083","3116","3748","4637","8001"],"image":{"full":"1011.png","sprite":"item0.png","group":"item","x":144,"y":0,"w":48,"h":48},"gold":{"base":500,"purchasable":true,"total":900,"sell":630},"tags":["Health"],"maps":{"11":true,"12":true,"21":true,"22":false},"stats":{"FlatHPPoolMod":350},"depth":2},"1018":{"name":"Cloak of Agility","description":"<mainText><stats><attention>15%</attention> Critical Strike Chance</stats></mainText><br>","colloq":"","plaintext":"Increases critical strike chance","into":["3124","6676","3086","3031","3036","3072","3095","3139","3508","6671","6672","6673","6675"],"image":{"full":"1018.png","sprite":"item0.png","group":"item","x":192,"y":0,"w":48,"h":48},"gold":{"base":600,"purchasable":true,"total":600,"sell":420},"tags":["CriticalStrike"],"maps":{"11":true,"12":true,"21":false},"stats":{"FlatCritChanceMod":0.15},"1026":{"name":"Blasting Wand","description":"<mainText><stats><attention>40</attention> Ability Power</stats></mainText><br>","colloq":"","plaintext":"Moderately increases Ability Power","into":["3003","3115","3116","6655","3135","3152","3165","4633","4636","4637"],"image":{"full":"1026.png","sprite":"item0.png","group":"item","x":240,"y":0,"w":48,"h":48},"gold":{"base":850,"purchasable":true,"total":850,"sell":550}}}]
```

Raw Riot API data for all items

AUTOMATING AN API REQUEST

DEMONSTRATION with

Riot Watcher, DataDragonApi end point

Python library for interacting with Riot API

RiotWatcher

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Quick search

DataDragonApi

```
class riotwatcher._apis.league_of_legends.DataDragonApi(base_api:
riotwatcher._apis.BaseApi.BaseApi)
```

```
    champions(version: str, full: bool = False, locale=None)
```

```
    items(version: str, locale: str = None)
```

```
    languages(version: str, locale: str = None)
```

```
    maps(version: str, locale: str = None)
```

```
    masteries(version: str, locale: str = None)
```

```
    profile_icons(version: str, locale: str = None)
```

```
    runes(version: str, locale: str = None)
```

```
    runes_reforged(version: str, locale: str = None)
```

```
    summoner_spells(version: str, locale: str = None)
```

```
    versions_all()
```

```
    versions_for_region(region: str)
```

QUESTIONS?

Contact me



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

***If you want to know more about my work or have
questions about something you're building, LMK!***

riot-api-bootcamp.thinkific.com