



Welcome to the Riot API Bootcamp!

KNOW MORE, WIN MORE.



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 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

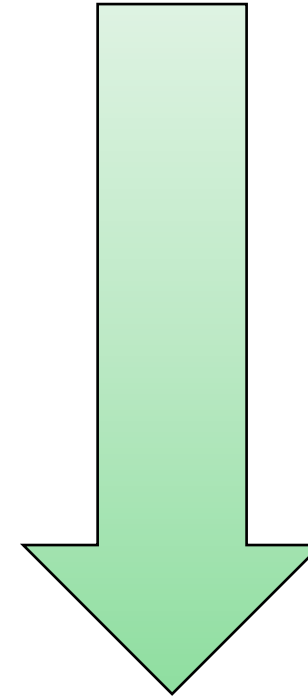
1. Use case explanation (e.g., in-depth match analysis, leaderboards)
2. Code example- getting challenger leaderboard
3. *Project: request last 25 games for an account and determine the most common champion(s)*

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 GAMES DOES THE RIOT API SUPPORT?

- **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)
- **Valorant**
 - Must have a working app first
 - Requires approval from Riot



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SYNTAX IS SIMILAR REGARDLESS OF GAME

- The Python wrapper used in this course (Riot Watcher) standardizes Riot API calls regardless of the game
- **LoL:** Getting a match by MatchID
 - `league_of_legends.match.by_id(region= str, match_id= str)`
- **TFT:** Getting a match by MatchID
 - `team_fight_tactics.match.by_id(region: str, match_id: str)`
- Examples and projects will be for League of Legends
 - Most data available
 - Riot API was originally designed for LoL
- **Fundamental concepts are the same across all Riot API games**

MatchApiV5 (League of Legends)

```
class riotwatcher._apis.league_of_legends.MatchApiV5(base_api:
riotwatcher._apis.BaseApi.BaseApi)
```

This class wraps the Match-v5 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#match-v5> for more detailed information

Initialize a new MatchApiV5 which uses the provided base_api

MatchApi (Teamfight Tactics)

```
class riotwatcher._apis.team_fight_tactics.MatchApi(base_api:
riotwatcher._apis.BaseApi.BaseApi)
```

This class wraps the TFT-Match-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-match-v1> for more detailed information

Initializes a new MatchApi which uses the provided base_api

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!