Getting Started with VALORANT

RIOT API BOOTCAMP

riot-api-bootcamp.thinkific.com
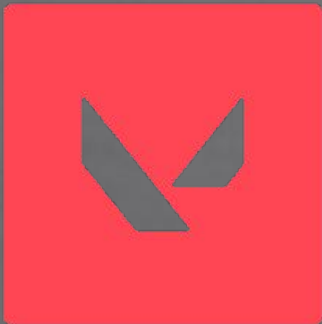
WHY IS VALORANT DIFFERENT?

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)

DEVELOPMENT API KEY

VALORANT MOBILITY IMPACT ON GAME DURATION

DETAILS

EDIT APP   RESUBMIT APP   DELETE

c. Player Opt in
    i.   Riot will not approve use cases that are not public apps
    ii.   However, they also want to limit player data
    iii.   Therefore, players have to choose to opt in to share their data.
    iv.   All apps must include functionality requiring a player to opt-in to sharing their data. This is done through RSO integration, as well as a disclaimer within your app that account linking makes player data public.

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

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

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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/)

VALORANT

Developer API Policy

Before you begin, read through the Terms of Use and Legal Notices. Developers must adhere to policy changes as they arise.

Game Policy

RiotWatcher

Navigation

League of Legends Watcher

Legends Of Runeterra Watcher

Riot Watcher

Team Fight Tactics Watcher

Valorant Watcher

Handlers

Testing

Welcome to RiotWatcher's documentation!

RiotWatcher is a thin wrapper on top of the Riot Games API for League of Legends. All public methods as of 6/28/2022 are supported in full.

RiotWatcher by default supports a naive rate limiter. This rate limiter will try to stop you from making too many requests, and in a single threaded test environment does this rather well. In a multithreaded environment, you may still get some 429 errors. 429 errors are currently NOT retried for you.

To Start...

Hextechdocs
Community maintained developer documentation for games made by Riot Games

OAuth Flow

- OAuth 2 is an authorization framework that enables applications — such as Facebook, GitHub, and DigitalOcean — to obtain limited access to user accounts on an HTTP service. It works by delegating user authentication to the service that hosts a user account and authorizing third-party applications to access that user account. OAuth 2 provides authorization flows for web and desktop applications, as well as mobile devices.
  https://www.digitalocean.com/community/tutorials/an-introduction-to-oauth-2

- This is done through Riot Sign On (RSO) using an RSO Client. RSO or Riot Sign On, allows players to safely link their Riot Account to other applications.
- This access is only available to developers with Production Level API Keys.

- Riot provides a guide on how to implement it
  https://docs.google.com/document/d/1_8i2PvPA3edFHIh1IwfO5vs5rcl04O62Xfj0o7zCP3c/edit?pli=1#heading=h.pwmsw8poieso
  With additional details on GitHub https://gist.github.com/Henrik-3/d6b631fb7c61821bc16b17cd347a3811

- If you want an example, https://github.com/Baeora/riot_api_tools
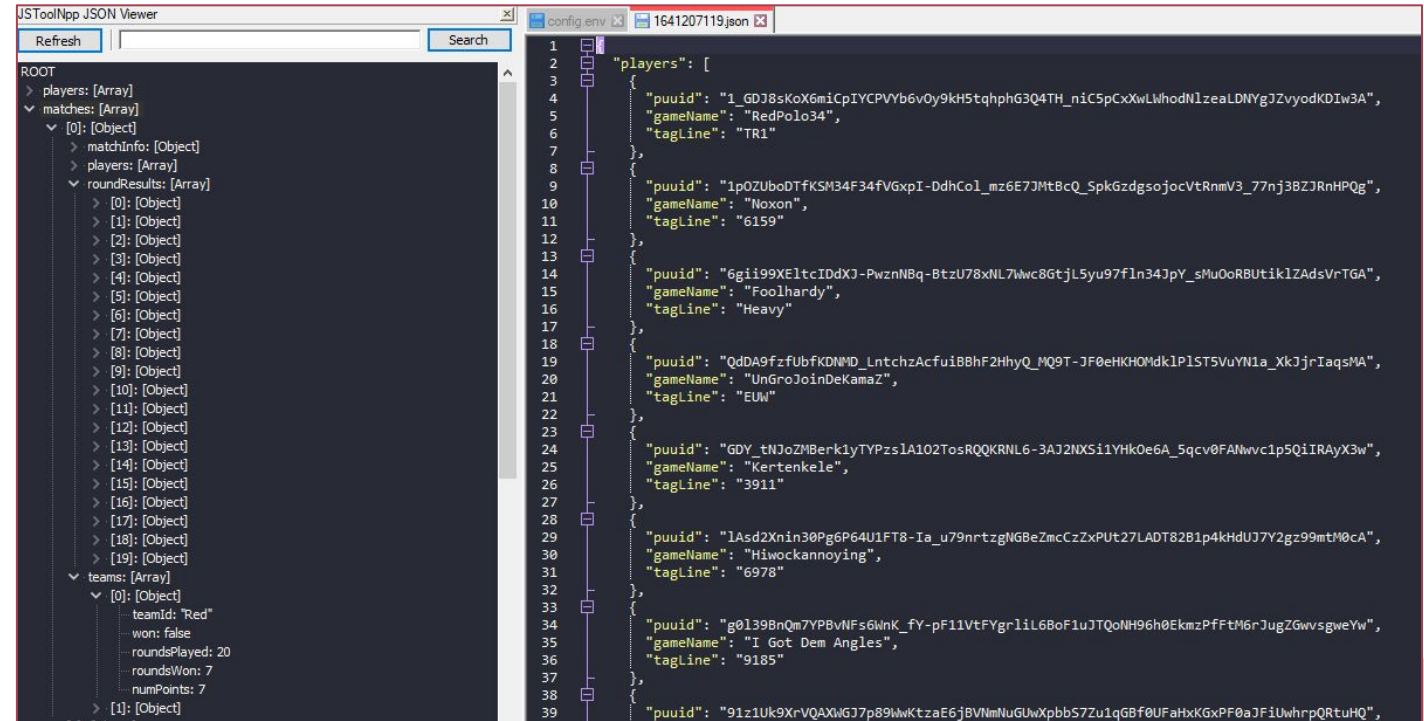
SAMPLE DATA

- Occasionally posted in the Riot Games Developer discord

- Raw data:
  https://stelar7.no/valorant/

- Or just scrape people's GitHub projects

VALORANT API ENDPOINTS

- 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.
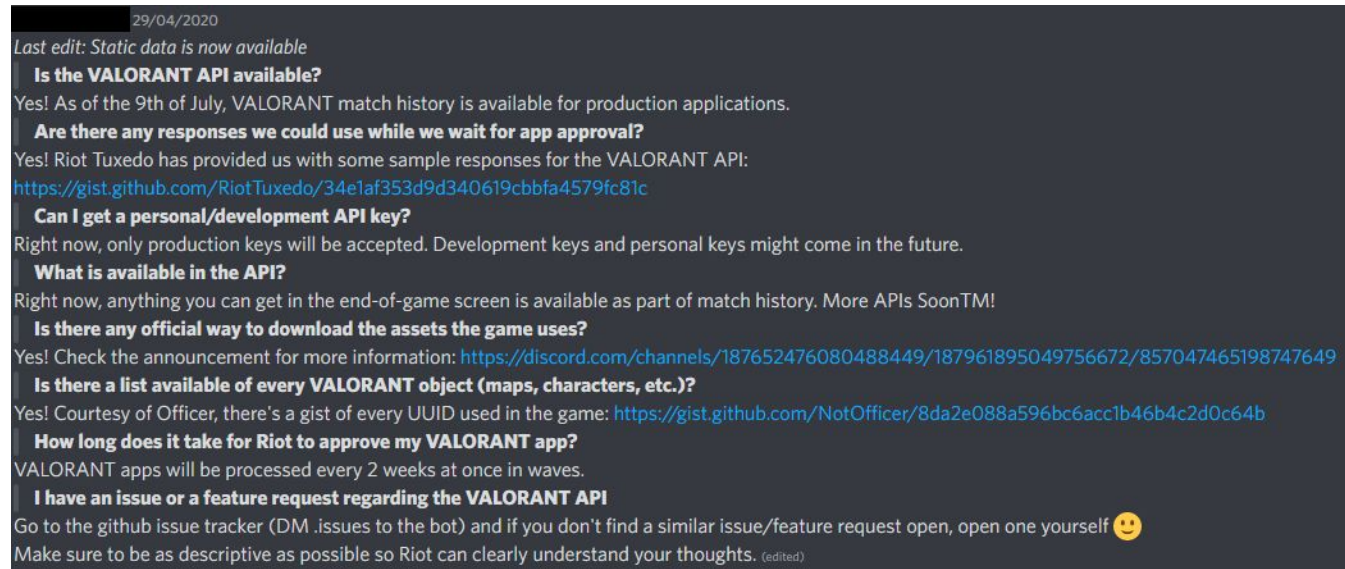
RIOT PROVIDED SAMPLE API RESPONSES

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


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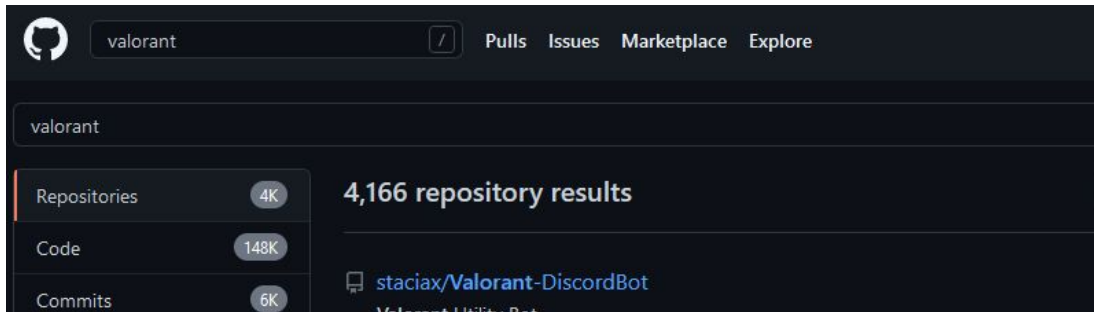
- Ask in Discord servers!
  - Valorant App developers https://discord.gg/a9yzrw3KAm
  - Riot Games Developer community https://discord.gg/riotgamesdevrel
  - ***Always check the pinned messages first,*** *then use discord's search, then ask*
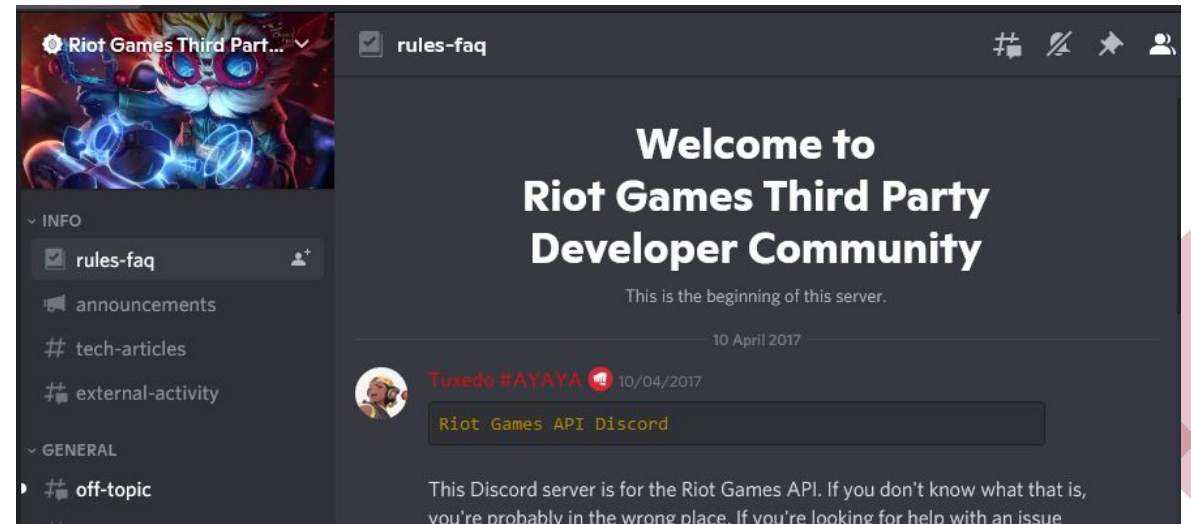
QUESTIONS?

Contact me

RebirthNA   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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