

Module 4: Project

RIOT API BOOTCAMP

Slide Deck



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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

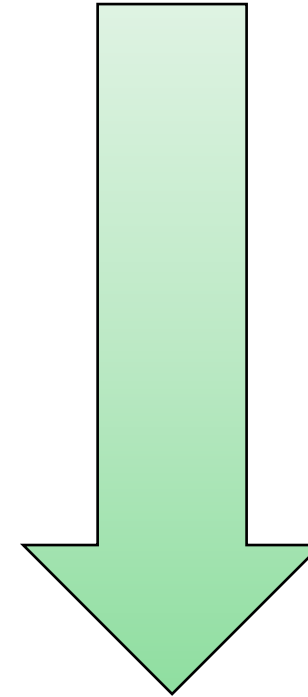
1. Use case explanation (e.g., in-depth match analysis, leaderboards)
2. Code example- getting challenger leaderboard
3. *Project: request last 10 games for an account and determine the most common champion(s)*

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-4 INFO

Task List:

1. *Request last 10 games for an account*
2. *Determine average gametime*

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!