Who is the Best League of Legends Champion?

RIOT API DATA

Slide Deck

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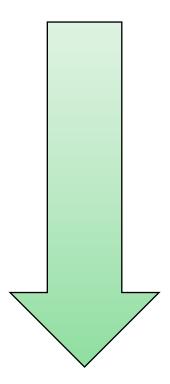   3. *Project: automate an API call using a library*
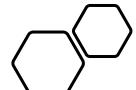
4. **Single Endpoint Data**
    1. Use case explanation (e.g., in-depth match analysis, leaderboards)
    2. Code example- getting challenger leaderboard
    3. *Project: request last 25 games for an account and determine the most common champion(s)*

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/

Champions

There are two kinds of data files for champions. The `champion.json` data file returns a list of champions with a brief summary. The individual champion JSON files contain additional data for each champion.

http://ddragon.leagueoflegends.com/cdn/12.8.1/data/en_US/**champion.json**
http://ddragon.leagueoflegends.com/cdn/12.8.1/data/en_US/champion/**Aatrox.json**

Interpreting Spell Text

Lore, tips, stats, spells, and even recommended items are all part of the data available for every champion. Champion spell tooltips often have placeholders for variables which are signified by double curly brackets. Below are some tips about interpreting these placeholders:

{{ eN }} placeholders

Placeholders are replaced by the corresponding item in the array given in the `effectBurn` field (e.g., `{{ eN }}` is a placeholder for `spell["effectBurn"]["1"]`).

```
/* Amumu's Bandage Toss */
"tooltip": "Launches a bandage in a direction. If it hits an enemy unit, Amumu pulls himself to them, dealing {{
e1 }} <scaleAP>(+{{ a1 }})</scaleAP> magic damage and stunning for {{ e2 }} second.",
"effectBurn": [
  null,
  "80/130/180/230/280",
  "1",
  "1350",
  ...
]
```

WHAT DOES THE RIOT API PROVIDE?

config.env   full_champ_data.json   full_item_data.json   riot_item.json   riot_Aatrox.json

1 {"type":"champion","format":"standAloneComplex","version":"12.8.1","data":{"Aatrox":{"id":"Aatrox","key":"266","name":"Aatrox","title":"the Darkin Blade","image":{"full":"Aatrox.png","sprite":"champion0.png","group":"champion","x":0,"y":0,"w":48,"h":48},"skins":[{"id":"266000","num":0,"name":"default","chromas":false},{"id":"266001","num":1,"name":"Justicar Aatrox","chromas":false},{"id":"266002","num":2,"name":"Mecha Aatrox","chromas":true},{"id":"266003","num":3,"name":"Sea Hunter Aatrox","chromas":false},{"id":"266007","num":7,"name":"Blood Moon Aatrox","chromas":false},{"id":"266008","num":8,"name":"Prestige Blood Moon Aatrox","chromas":false},{"id":"266009","num":9,"name":"Victorious Aatrox","chromas":true},{"id":"266011","num":11,"name":"Odyssey Aatrox","chromas":true},{"id":"266020","num":20,"name":"Prestige Blood Moon Aatrox (2022)","chromas":false},{"id":"266021","num":21,"name":"Lunar Eclipse Aatrox","chromas":true}],"lore":"Once honored defenders of Shurima against the Void, Aatrox and his brethren would eventually become an even greater threat to Runeterra, and were defeated only by cunning mortal sorcery. But after centuries of imprisonment, Aatrox was the first to find freedom once more, corrupting and transforming those foolish enough to try and wield the magical weapon that contained his essence. Now, with stolen flesh, he walks Runeterra in a brutal approximation of his previous form, seeking an apocalyptic and long overdue vengeance.","blurb":"Once honored defenders of Shurima against the Void, Aatrox and his brethren would eventually become an even greater threat to Runeterra, and were defeated only by cunning mortal sorcery. But after centuries of imprisonment, Aatrox was the first to find...","allytips":["Use Umbral Dash while casting The Darkin Blade to increase your chances of hitting the enemy.","Crowd Control abilities like Infernal Chains or your allies' immobilizing effects will help you set up The Darkin Blade.","Cast World Ender when you are sure you can force a fight."],"enemytips":["Aatrox's attacks are very telegraphed, so use the time to dodge the hit zones.","Aatrox's Infernal Chains are easier to exit when running towards the sides or at Aatrox.","Keep your distance when Aatrox uses his Ultimate to prevent him from reviving."],"tags":["Fighter","Tank"],"partype":"Blood Well","info":{"attack":8,"defense":4,"magic":3,"difficulty":4},"stats":{"hp":580,"hpperlevel":90,"mp":0,"mpperlevel":0,"movespeed":345,"armor":38,"armorperlevel":3.25,"spellblock":32,"spellblockperlevel":1.25,"attackrange":175,"hpregen":3,"hpregenperlevel":1,"mpregen":0,"mpregenperlevel":0,"crit":0,"critperlevel":0,"attackdamage":60,"attackdamageperlevel":5,"attackspeedperlevel":2.5,"attackspeed":0.651},"spells":[{"id":"AatroxQ","name":"The Darkin Blade","description":"Aatrox slams his greatsword down, dealing physical damage. He can swing three times, each with a different area of effect.","tooltip":"Aatrox slams his greatsword, dealing <physicalDamage>{{ qdamage }} physical damage</physicalDamage>. If they are hit on the edge, they are briefly <status>Knocked Up</status> and they take <physicalDamage>{{ qedgedamage }}</physicalDamage> instead. This Ability can be <recast>Recast</recast> twice, each one changing shape and dealing 25% more damage than the previous one.","leveltip":{"label":["Cooldown","Damage","Total AD Ratio"],"effect":["{{ cooldown }} -> {{ cooldownNL }}","{{ qbasedamage }} -> {{ qbasedamageNL }}","{{ qtotaladratio*100.000000 }}% -> {{ qtotaladrationl*100.000000 }}%"]},"maxrank":5,"cooldown":[14,12,10,8,6],"cooldownBurn":"14/12/10/8/6","cost":[0,0,0,0,0],"costBurn":"0","datavalues":{},"effect":[null,[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0]],"effectBurn":[null,"0","0","0","0","0","0","0","0","0"],"vars":[],"costType":"No Cost","maxammo":"-1","range":[25000,25000,25000,25000,25000],"rangeBurn":"25000","image":{"full":"AatroxQ.png","sprite":"spell0.png","group":"spell","x":288,"y":48,"w":48,"h":48},"resource":"No Cost"},{"id":"AatroxW","name":"Infernal Chains","description":"Aatrox smashes the ground, dealing damage to the first enemy hit. Champions and large monsters have to leave the impact area quickly or they will be dragged to the center and take the damage again.","tooltip":"Aatrox fires a chain, <status>Slowing</status> the first enemy hit by {{ wslowpercentage*-100 }}% for {{ wslowduration }} seconds and dealing <physicalDamage>{{ wdamage }} physical damage</physicalDamage>. Champions and large jungle monsters have {{ wslowduration }} seconds to leave the impact area or be <status>Pulled</status> back to the center and {{...}}","label":["Cooldown","Damage"],"effect":["{{ cooldown }} -> {{ cooldownNL }}","{{ wbasedamage }} -> {{ wbasedamageNL }}"],"maxrank":5,"cooldown":[20,18.5,17,15.5,14],"cooldownBurn":"20/18.5/17/15.5/14","cost":[0,0,0,0,0],"costBurn":"0","datavalues":{},"effect":[null,[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0],[0,0,0,0,0]],"effectBurn":[null,"0","0","0","0","0","0","0","0","0"],"vars":[],"costType":"No Cost","maxammo":"-1","range":[825,825,825,825,825],"rangeBurn":"825","image":{"full":"AatroxW.png","sprite":"spell0.png"...

Raw Riot API data for Aatrox

AUTOMATING AN API REQUEST

DEMONSTRATION with

Riot Watcher, DataDragonApi end point

Python library for interacting with Riot API

RiotWatcher

Navigation

League of Legends
Watcher
Legends Of Runeterra
Watcher
Riot Watcher
Team Fight Tactics
Watcher
Valorant Watcher
Handlers
Testing

Quick search

[   ] [Go]

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

RebirthNA#2359   @LoL-Genius

✉ 417devops@gmail.com

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!

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