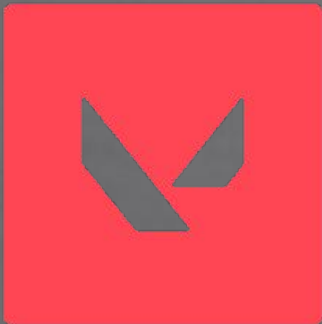


# Getting Started with VALORANT

*RIOT API BOOTCAMP*

*[riot-api-bootcamp.thinkific.com](https://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)



LEGENDS OF  
**RUNETERRA**





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)

summonerName  
required

RebirthNA

### SELECT REGION TO EXECUTE AGAINST

NA1

### SELECT APP TO EXECUTE AGAINST

Development API Key

### INCLUDE API KEY AS (?)

☐ Query Param ☒ Header Param

EXECUTE REQUEST

CLOSE

### REQUEST URL

<https://na1.api.riotgames.com/lol/summoner/v4/summoners/by-name/RebirthNA>

## Val-match-v1 (Valorant)

**CANNOT EXECUTE. THIS API ENDPOINT IS NOT AVAILABLE IN YOUR POLICY**

CLOSE

GET

/val/match/v1/recent-matches/by-queue/{queue}

What does, "CANNOT EXECUTE. THIS API ENDPOINT IS NOT AVAILABLE IN YOUR POLICY" mean?

It means you can't get an API key to just play around with. You'll have to have a fully-fledged out documentation on what you're going to make, including projected userbase and rate-limits. After you have this, you'll have to register your application.

You cannot work on this API with your dev key



# So how can I build an app without any access?

*RIOT API BOOTCAMP*

*[riot-api-bootcamp.thinkific.com](https://riot-api-bootcamp.thinkific.com)*

# 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\\_8i2PvPA3edFHIh1lwF05vs5rcl04O62Xfj0o7zCP3c/edit?pli=1#heading=h.pwmsw8poieso](https://docs.google.com/document/d/1_8i2PvPA3edFHIh1lwF05vs5rcl04O62Xfj0o7zCP3c/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](https://github.com/Baeora/riot_api_tools)

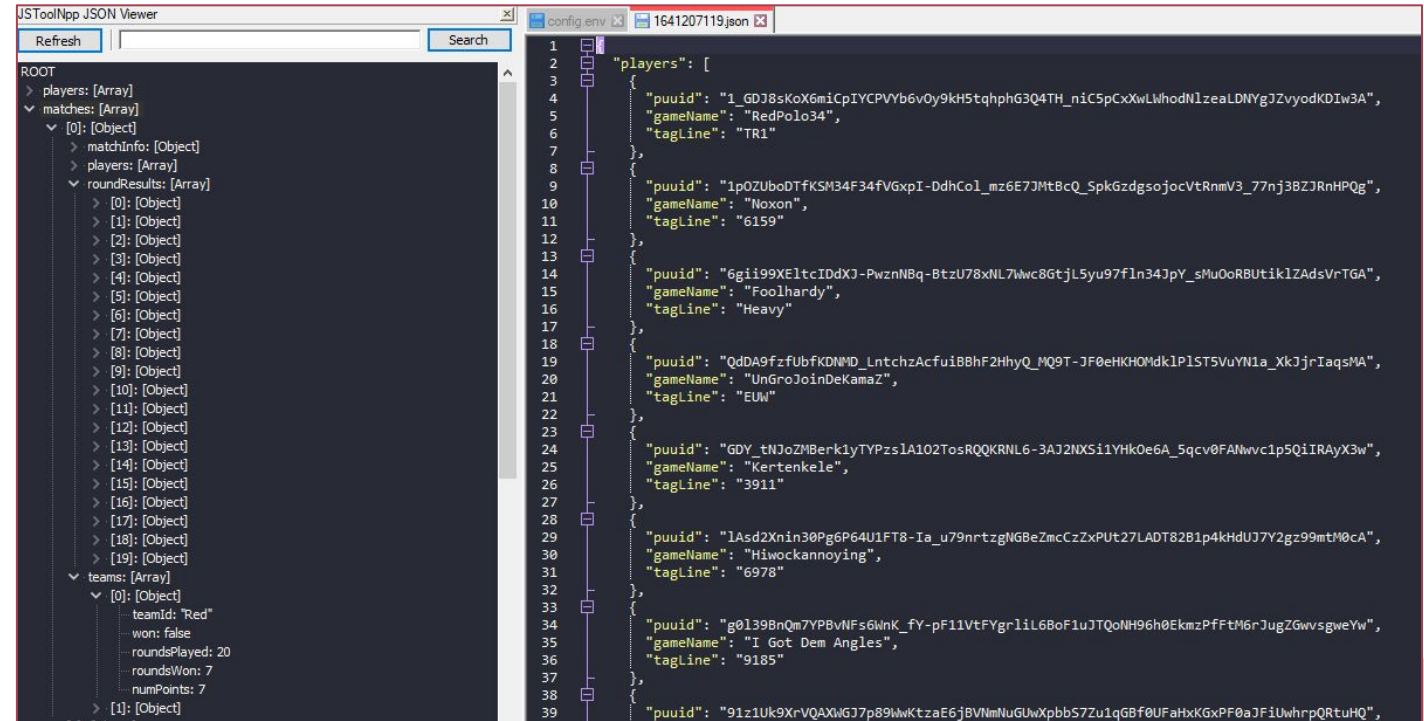


# SAMPLE DATA

- Occasionally posted in the Riot Games Developer discord
- Raw data:  
<https://stelar7.no/valorant/>
- Or just scrape people's GitHub projects

## Index of /valorant

<a href="#">Name</a>	<a href="#">Last modified</a>	<a href="#">Size</a>	<a href="#">Description</a>
<a href="#">Parent Directory</a>		-	
<a href="#">eu/</a>	2022-01-03 15:26	-	
<a href="#">vod/</a>	2021-03-09 19:07	-	



The image shows two side-by-side windows. The left window is 'JSToolNpp JSON Viewer' displaying a tree view of a JSON object. The right window is a text editor showing the raw JSON data. The JSON data is an array of match objects, each containing player information and match details.

```
1  "players": [  
2    {  
3      "puuid": "1_GD38sKoX6miCpIYCPVYb6vOy9kh5tqphG3Q4TH_niC5pCxXwLwhodN1zeaLDNYgJZvyodKDIw3A",  
4      "gameName": "RedPolo34",  
5      "tagLine": "TR1"  
6    },  
7    {  
8      "puuid": "1p0ZUboDTfKSM34F34fV6xpI-DdhCol_mz6E7JMtBcQ_SpkGzdgsojocVtRnmV3_77nj3BZ3RnHPQg",  
9      "gameName": "Noxon",  
10     "tagLine": "6159"  
11   },  
12   {  
13     "puuid": "6gii99XEltcIDdXJ-PwznNBq-BtzU78xNL7Wwc8GtjL5yu97fln34JpY_sMuOoRBUtiklZAdsVrTGA",  
14     "gameName": "Foolhardy",  
15     "tagLine": "Heavy"  
16   },  
17   {  
18     "puuid": "QdDA9fzfUbfKDNMD_LntchzAcfuiB8hF2HhyQ_MQ9T-JF0eHKHOMdklP1ST5VvYn1a_XkJjrIaqsMA",  
19     "gameName": "UnGroJoinDeKamaZ",  
20     "tagLine": "EUN"  
21   },  
22   {  
23     "puuid": "GDY_tNJoZMBerklyTYPzsIA102TosRQQRNL6-3AJ2NXSi1YHkOe6A_5qcv0FANwvc1p5QiIRayX3w",  
24     "gameName": "Kertenkele",  
25     "tagLine": "3911"  
26   },  
27   {  
28     "puuid": "lAsd2Xnin30Pg6P64U1FT8-Ia_u79nrtzgNGBeZmcCzZxPut27LADT8281p4kHdUJ7Y2gz99mtM0cA",  
29     "gameName": "Hiwocannoying",  
30     "tagLine": "6978"  
31   },  
32   {  
33     "puuid": "g01398nQm7YPBVNFs6WnK_fY-pF11VtFYgr1iL6BoF1uJTQoNH96h0EkmcPFFtM6rJugZGwvsgweYw",  
34     "gameName": "I Got Dem Angles",  
35     "tagLine": "9185"  
36   },  
37   {  
38     "puuid": "91z1Uk9XrVQAXW6J7p89WwKtzaE6jBVmNmNuGUwXpbbS7Zu1qGBf0UFaHxKGxPF0aJFiUwhrpQRtuHQ",  
39     "gameName": "I Got Dem Angles",  
40     "tagLine": "9185"  
41   },  
42   {  
43     "puuid": "1p0ZUboDTfKSM34F34fV6xpI-DdhCol_mz6E7JMtBcQ_SpkGzdgsojocVtRnmV3_77nj3BZ3RnHPQg",  
44     "gameName": "Noxon",  
45     "tagLine": "6159"  
46   },  
47   {  
48     "puuid": "1_GD38sKoX6miCpIYCPVYb6vOy9kh5tqphG3Q4TH_niC5pCxXwLwhodN1zeaLDNYgJZvyodKDIw3A",  
49     "gameName": "RedPolo34",  
50     "tagLine": "TR1"  
51   }  
52 ]
```

# VALORANT API ENDPOINTS

valorant endpoints

endpoints.txt

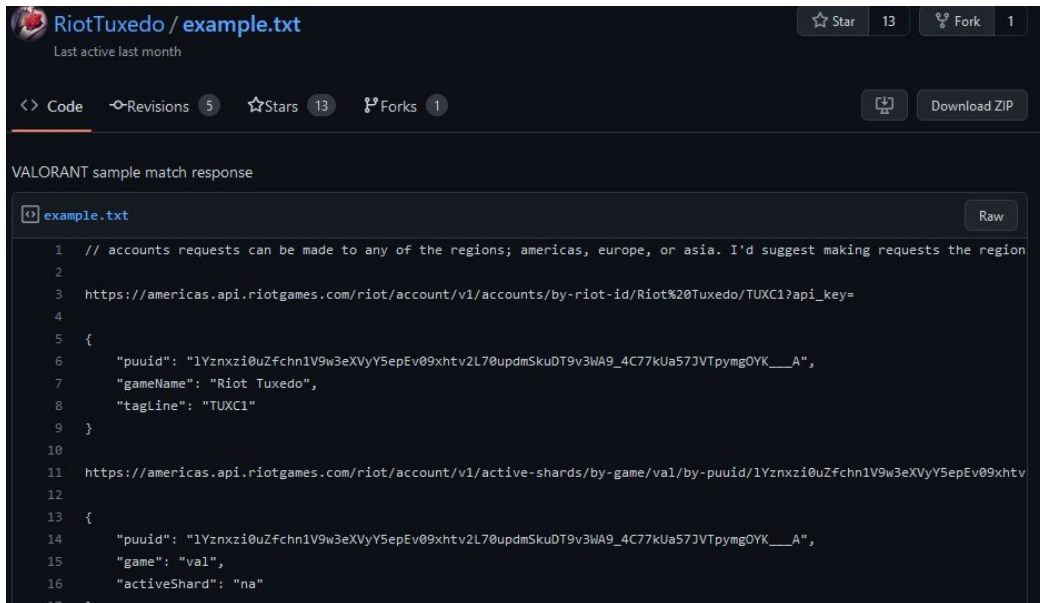
1	[PlayerFeedback_CheckForSurvey]	POST	
2	[PlayerFeedback_SendAnswers]	POST	
3			
4	[PatchNotes_GetPatchNotes]	GET	
5			
6	[AggStats_Fetch]	GET	
7			
8	[AccountXP_GetPlayer]	GET	https://pd.ap.a.pvp.net/account-xp/v1/players/{user_id}
9			
10	[Config_FetchConfig]	GET	https://shared.ap.a.pvp.net/v1/config/ap
11			
12	[Content_FetchContent]	GET	https://shared.ap.a.pvp.net/content-service/v2/content
13			
14	[Contracts_Fetch]	GET	https://pd.ap.a.pvp.net/contracts/v1/contracts/{user_id}
15	[Contracts_Activate]	POST	https://pd.ap.a.pvp.net/contracts/v1/contracts/{user_id}/special/{contract_id}
16	[Contracts_UnlockItemProgressV2]	POST	https://pd.ap.a.pvp.net/contracts/v2/item-upgrades/{definition_id}/{user_id}
17	[Contracts_UnlockContractProgression]	POST	https://pd.ap.a.pvp.net/contracts/v1/contracts/{user_id}/contracts/{contract_id}
18	[Contracts_UnlockItemSidegrade]	POST	https://pd.ap.a.pvp.net/contracts/v1/item-upgrades/{definition_id}/sidegrade
19	[Contracts_UpgradeContract]	POST	https://pd.eu.a.pvp.net/contracts/v1/contracts/{user_id}/contracts/{contract_id}
20			
21	[ContractDefinitions_FetchActiveStory]	GET	https://pd.ap.a.pvp.net/contract-definitions/v2/definitions/story
22	[ContractDefinitions_Fetch]	GET	https://pd.ap.a.pvp.net/contract-definitions/v2/definitions
23			
24	[CoreGame_FetchPlayer]	GET	https://glz-ap-1.ap.a.pvp.net/core-game/v1/players/{user_id}
25	[CoreGame_FetchMatch]	GET	https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}
26	[CoreGame_FetchMatchLoadouts]	GET	https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/loadouts
27	[CoreGame_FixPlayerSession]	POST	
28	[CoreGame_FetchInstallStats]	GET	
29	[CoreGame_DisassociatePlayer]	POST	https://glz-ap-1.ap.a.pvp.net/core-game/v1/players/{user_id}/disassociate/{match_id}
30	[CoreGame_FetchAllChatMUCToken]	GET	https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/allchatmuctoken
31	[CoreGame_FetchTeamChatMUCToken]	GET	https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/teamchatmuctoken
32	[CoreGame_FetchVoiceToken]	GET	https://glz-ap-1.ap.a.pvp.net/core-game/v1/matches/{match_id}/teamvoicetoken
33			
34	[DisplayNameService_FetchPlayers_BySubjects]	PUT	https://pd.ap.a.pvp.net/name-service/v2/players
35	[DisplayNameService_UpdatePlayer]	POST	https://pd.ap.a.pvp.net/name-service/v2/players
36			
37	[ItemProgressionDefinitionsV2_Fetch]	GET	https://pd.ap.a.pvp.net/contract-definitions/v3/item-upgrades
38			
39	[Latency_Stats]	POST	https://shared.ap.a.pvp.net/latency/v1/ingestMulti
40	[Latency_Stat]	POST	https://shared.ap.a.pvp.net/latency/v1/ingest
41			
42	[LoginQueue_FetchToken]	POST	https://apse.pp.riotgames.com/login-queue/v2/login/products/valorant/regions

<https://gist.github.com/Kavan72/b6e0bfdf21d610148f64df878b8a2cc5>

- 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.

Region	URL
North America	<a href="https://pd.NA.a.pvp.net/">https://pd.NA.a.pvp.net/</a>
Europe	<a href="https://pd.EU.a.pvp.net/">https://pd.EU.a.pvp.net/</a>
Asia Pacific	<a href="https://pd.AP.a.pvp.net/">https://pd.AP.a.pvp.net/</a>
Korea	<a href="https://pd.KO.a.pvp.net/">https://pd.KO.a.pvp.net/</a>

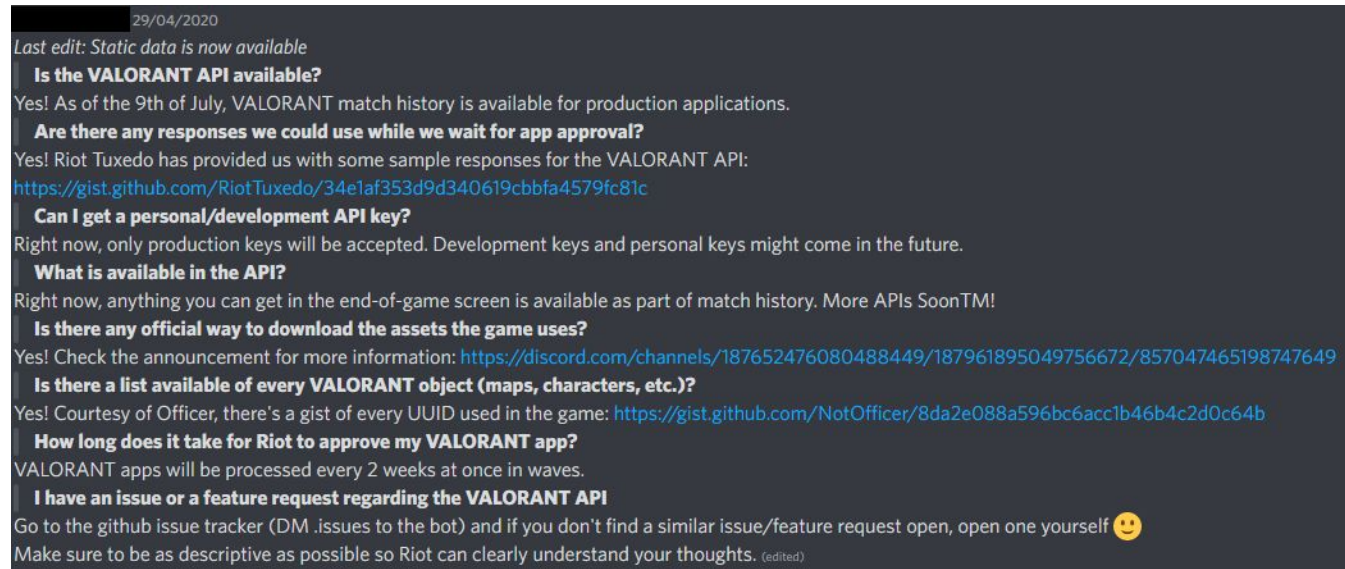
# RIOT PROVIDED SAMPLE API RESPONSES



The screenshot shows a GitHub repository page for 'RiotTuxedo / example.txt'. The repository has 13 stars and 1 fork. The file 'example.txt' is selected, showing a sample VALORANT match response. The content is a JSON object with the following structure:

```
1 // accounts requests can be made to any of the regions; americas, europe, or asia. I'd suggest making requests the region
2
3 https://americas.api.riotgames.com/riot/account/v1/accounts/by-riot-id/Riot%20Tuxedo/TUXC1?api_key=
4
5 {
6   "puuid": "1Yznxzi0uZfchn1V9w3eXVyYSepEv09xhtv2L70updmSkuDT9v3WA9_4C77kUa57JVTpymg0YK__A",
7   "gameName": "Riot Tuxedo",
8   "tagLine": "TUXC1"
9 }
10
11 https://americas.api.riotgames.com/riot/account/v1/active-shards/by-game/val/by-puuid/1Yznxzi0uZfchn1V9w3eXVyYSepEv09xhtv
12
13 {
14   "puuid": "1Yznxzi0uZfchn1V9w3eXVyYSepEv09xhtv2L70updmSkuDT9v3WA9_4C77kUa57JVTpymg0YK__A",
15   "game": "val",
16   "activeShard": "na"
17 }
```

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



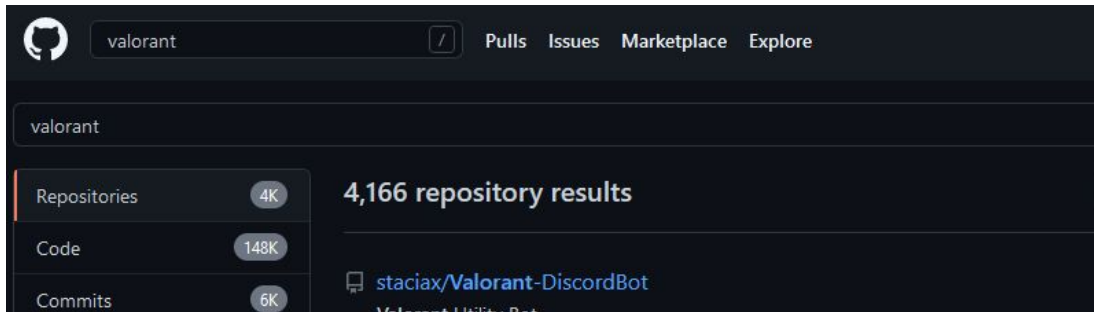
The screenshot shows a Discord message thread titled '29/04/2020'. The thread contains several FAQs about the VALORANT API:

- Is the VALORANT API available?**  
Yes! As of the 9th of July, VALORANT match history is available for production applications.
- Are there any responses we could use while we wait for app approval?**  
Yes! Riot Tuxedo has provided us with some sample responses for the VALORANT API:  
<https://gist.github.com/RiotTuxedo/34e1af353d9d340619cbbfa4579fc81c>
- Can I get a personal/development API key?**  
Right now, only production keys will be accepted. Development keys and personal keys might come in the future.
- What is available in the API?**  
Right now, anything you can get in the end-of-game screen is available as part of match history. More APIs SoonTM!
- Is there any official way to download the assets the game uses?**  
Yes! Check the announcement for more information: <https://discord.com/channels/187652476080488449/187961895049756672/857047465198747649>
- Is there a list available of every VALORANT object (maps, characters, etc.)?**  
Yes! Courtesy of Officer, there's a gist of every UUID used in the game: <https://gist.github.com/NotOfficer/8da2e088a596bc6acc1b46b4c2d0c64b>
- How long does it take for Riot to approve my VALORANT app?**  
VALORANT apps will be processed every 2 weeks at once in waves.
- I have an issue or a feature request regarding the VALORANT API**  
Go to the github issue tracker (DM .issues to the bot) and if you don't find a similar issue/feature request open, open one yourself 😊  
Make sure to be as descriptive as possible so Riot can clearly understand your thoughts. (edited)

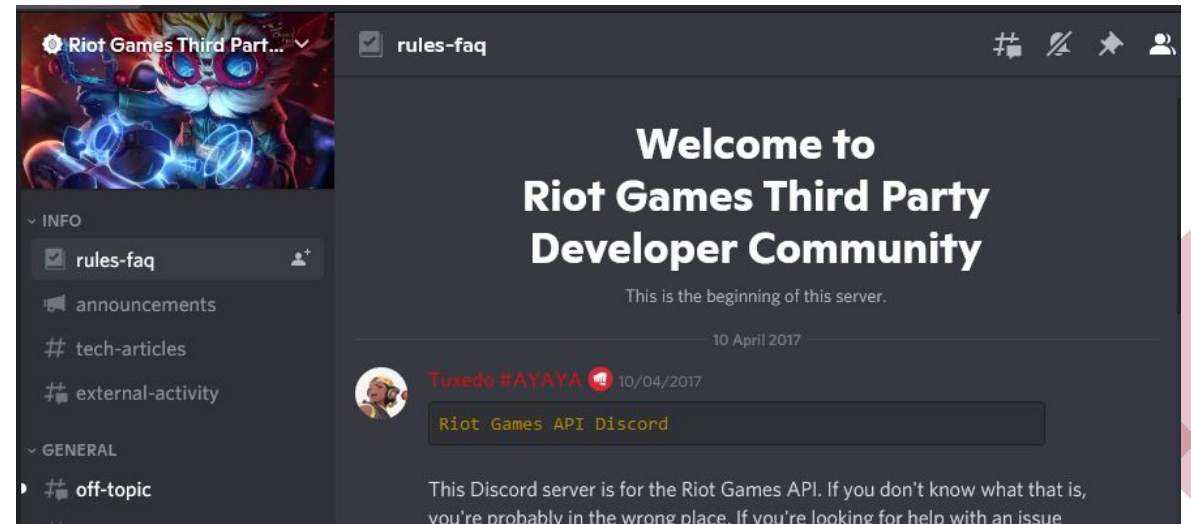
Riot FAQs on the VALORANT API from the Riot Developers Discord

# 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!***

[riot-api-bootcamp.thinkific.com](https://riot-api-bootcamp.thinkific.com)