

What is static data?

Riot's DataDragon

What is static data?

- Anything static (champions, items, augments) is provided as *static files*
- Typically referenced when data mining
- Riot broadly refers to this as *Data Dragon* aka DDragon

Example: TFT headliner rules

<https://youtu.be/a6mN7RyKPME?feature=shared&t=100>

Static Data Location

- Hosted on Riot's Developer Website
- Each group is its own file, with documentation for each game provided on the main page

Insert image here

Data Dragon by game:

- LoL=
https://developer.riotgames.com/docs/lol#data-dragon_data-assets
- LoR=
<https://developer.riotgames.com/docs/lor#data-dragon>
- TFT=
<https://developer.riotgames.com/docs/tft#data-dragon>

*VALORANT does not have anything available



Riot provided data is not exhaustive

The community has worked to provide a more comprehensive dataset at <https://www.communitydragon.org/>

You can view the code behind it at <https://github.com/communitydragon/cdtb>

Note that some of these files have a different format than Data Dragon so there is at least one project to run a conversion to standardize them to the Data Dragon format <https://github.com/bangingheads/BDragon>