**Naisuu Genin Coaching API - Project Presentation**

**Overview** Naisuu Genin Coaching API is a tool designed to collect, analyze, and visualize League of Legends player performance, focusing on Ranked Flex games. The API retrieves match data from Riot’s services and processes key statistics to help players and coaches better understand in-game performance and track progress over time.

**Purpose**

* Automatically fetch game data from Riot’s API for selected players.
* Store and structure performance metrics such as kills, deaths, assists, gold earned, CS, vision score, and damage dealt.
* Provide insights into team and individual gameplay trends.
* Help players improve by offering data-driven performance tracking.

**How It Works**

1. **Data Collection**: The API retrieves match history and in-game statistics via Riot’s endpoints (Match API, Summoner API, League API).
2. **Data Processing**: Extracted stats are structured into a dataset for further analysis.
3. **Visualization & Analysis**: The processed data is stored in an Excel or Google Sheets document, which can be used for insights, trend analysis, and coaching purposes.

**Current Implementation**

* **Data Source**: Riot API (automated retrieval of Flex Ranked games)
* **Storage**: Data is structured into an Excel sheet for further use
* **Use Case**: Players and coaches can use this dataset to analyze performance over multiple games and compare statistics over time.

**Future Plans**

* Web-based dashboard to visualize player statistics
* AI-based recommendations for game improvement
* Expanded analysis covering more game modes

**Project Access** Currently, this project is under development. A Google Sheet with structured test data can be provided as an example. The final system will allow real-time retrieval and storage of data for coaching and analysis.