**TARAS SHEVCHENKO NATIONAL UNIVERSITY OF KYIV**

**FACULTY OF INFORMATION TECHNOLOGIES**

**DEPARTMENT OF INTELLECTUAL TECHNOLOGIES**

**Personal project**

on discipline «Data processing software»

Made by student

of group ІАВ-11

Naberezhnyi Artur

**Kyiv – 2022**

Project structure:

* reader — python project for reading data from Riot API
  + main.py — description of reader params
  + const.py — constants for reader (api\_key now inactive)
  + proc.py — functions for reading data
* result.json — file with results of reading for 16 hours described in format suitable for creating pandas data frame (it was too large for git so you can download it with this link https://drive.google.com/file/d/1\_qtAvKzXTWfMBg3MMX2RmXCwVbQj9OBK/view?usp=sharing)
* processing.py — script for tidying and describing data

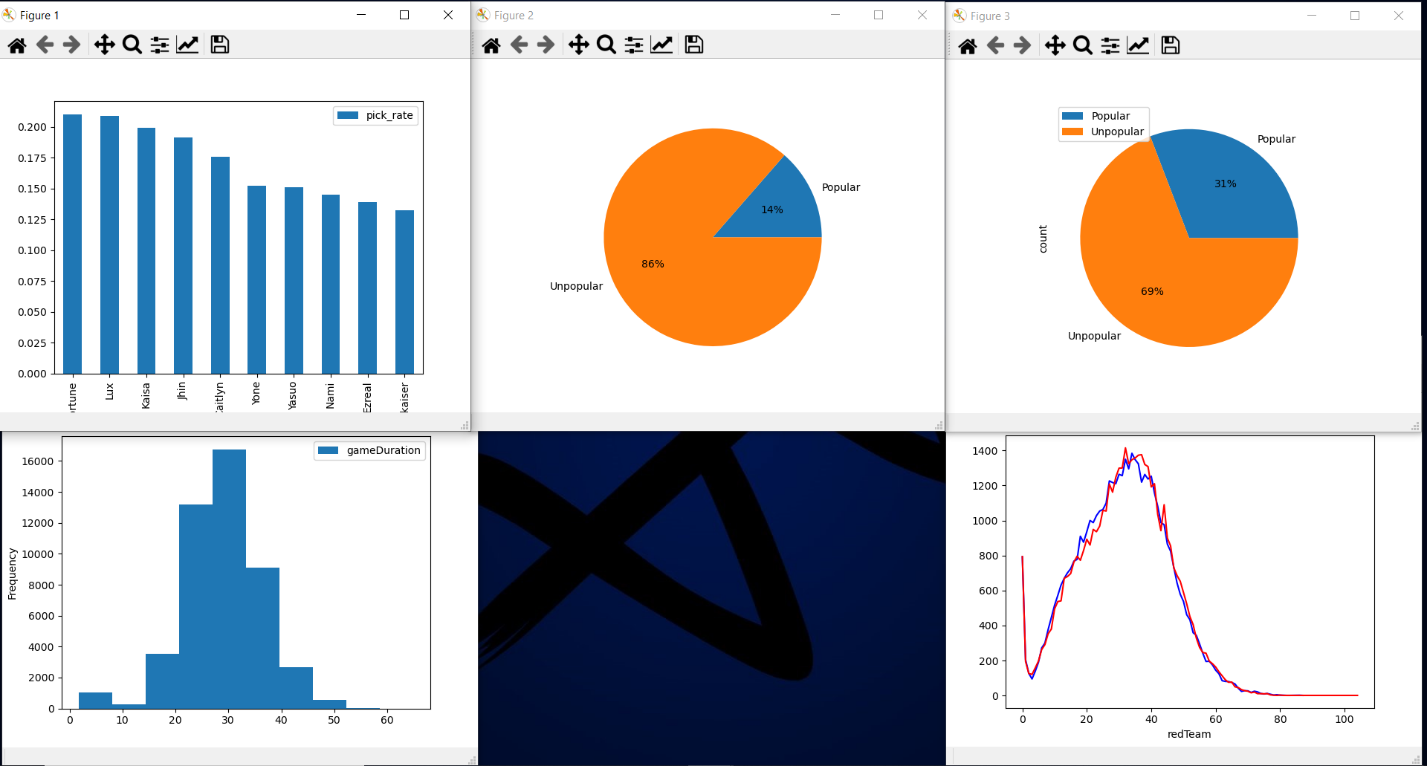
Data source: Riot API (https://developer.riotgames.com/)

Data description (if you have problems with table formatting, you can read it in Description.xlsx):

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Description** |
| MatchDto | | |
| metadata | MetadataDto | Match metadata. |
| info | InfoDto | Match info. |
| **MetadataDto** | | |
| dataVersion | string | Match data version. |
| matchId | string | Match id. |
| participants | List[string] | A list of participant PUUIDs. |
| **InfoDto** | | |
| gameCreation | long | Unix timestamp for when the game is created on the game server (i.e., the loading screen). |
| gameDuration | long | Prior to patch 11.20, this field returns the game length in milliseconds calculated from gameEndTimestamp - gameStartTimestamp. Post patch 11.20, this field returns the max timePlayed of any participant in the game in seconds, which makes the behavior of this field consistent with that of match-v4. The best way to handling the change in this field is to treat the value as milliseconds if the gameEndTimestamp field isn't in the response and to treat the value as seconds if gameEndTimestamp is in the response. |
| gameEndTimestamp | long | Unix timestamp for when match ends on the game server. This timestamp can occasionally be significantly longer than when the match "ends". The most reliable way of determining the timestamp for the end of the match would be to add the max time played of any participant to the gameStartTimestamp. This field was added to match-v5 in patch 11.20 on Oct 5th, 2021. |
| gameId | long |  |
| gameMode | string | Refer to the Game Constants documentation. |
| gameName | string |  |
| gameStartTimestamp | long | Unix timestamp for when match starts on the game server. |
| gameType | string |  |
| gameVersion | string | The first two parts can be used to determine the patch a game was played on. |
| mapId | int | Refer to the Game Constants documentation. |
| participants | List[ParticipantDto] | |
| platformId | string | Platform where the match was played. |
| queueId | int | Refer to the Game Constants documentation. |
| teams | List[TeamDto] | |
| tournamentCode | string | Tournament code used to generate the match. This field was added to match-v5 in patch 11.13 on June 23rd, 2021. |
| **ParticipantDto** | | |
| assists | int |  |
| baronKills | int |  |
| bountyLevel | int |  |
| champExperience | int |  |
| champLevel | int |  |
| championId | int | Prior to patch 11.4, on Feb 18th, 2021, this field returned invalid championIds. We recommend determining the champion based on the championName field for matches played prior to patch 11.4. |
| championName | string |  |
| championTransform | int | This field is currently only utilized for Kayn's transformations. (Legal values: 0 - None, 1 - Slayer, 2 - Assassin) |
| consumablesPurchased | int |  |
| damageDealtToBuildings | int |  |
| damageDealtToObjectives | int |  |
| damageDealtToTurrets | int |  |
| damageSelfMitigated | int |  |
| deaths | int |  |
| detectorWardsPlaced | int |  |
| doubleKills | int |  |
| dragonKills | int |  |
| firstBloodAssist | boolean |  |
| firstBloodKill | boolean |  |
| firstTowerAssist | boolean |  |
| firstTowerKill | boolean |  |
| gameEndedInEarlySurrender | boolean |  |
| gameEndedInSurrender | boolean |  |
| goldEarned | int |  |
| goldSpent | int |  |
| individualPosition | string | Both individualPosition and teamPosition are computed by the game server and are different versions of the most likely position played by a player. The individualPosition is the best guess for which position the player actually played in isolation of anything else. The teamPosition is the best guess for which position the player actually played if we add the constraint that each team must have one top player, one jungle, one middle, etc. Generally the recommendation is to use the teamPosition field over the individualPosition field. |
| inhibitorKills | int |  |
| inhibitorTakedowns | int |  |
| inhibitorsLost | int |  |
| item0 | int |  |
| item1 | int |  |
| item2 | int |  |
| item3 | int |  |
| item4 | int |  |
| item5 | int |  |
| item6 | int |  |
| itemsPurchased | int |  |
| killingSprees | int |  |
| kills | int |  |
| lane | string |  |
| largestCriticalStrike | int |  |
| largestKillingSpree | int |  |
| largestMultiKill | int |  |
| longestTimeSpentLiving | int |  |
| magicDamageDealt | int |  |
| magicDamageDealtToChampions | int |  |
| magicDamageTaken | int |  |
| neutralMinionsKilled | int |  |
| nexusKills | int |  |
| nexusTakedowns | int |  |
| nexusLost | int |  |
| objectivesStolen | int |  |
| objectivesStolenAssists | int |  |
| participantId | int |  |
| pentaKills | int |  |
| perks | PerksDto |  |
| physicalDamageDealt | int |  |
| physicalDamageDealtToChampions | int |  |
| physicalDamageTaken | int |  |
| profileIcon | int |  |
| puuid | string |  |
| quadraKills | int |  |
| riotIdName | string |  |
| riotIdTagline | string |  |
| role | string |  |
| sightWardsBoughtInGame | int |  |
| spell1Casts | int |  |
| spell2Casts | int |  |
| spell3Casts | int |  |
| spell4Casts | int |  |
| summoner1Casts | int |  |
| summoner1Id | int |  |
| summoner2Casts | int |  |
| summoner2Id | int |  |
| summonerId | string |  |
| summonerLevel | int |  |
| summonerName | string |  |
| teamEarlySurrendered | boolean |  |
| teamId | int |  |
| teamPosition | string | Both individualPosition and teamPosition are computed by the game server and are different versions of the most likely position played by a player. The individualPosition is the best guess for which position the player actually played in isolation of anything else. The teamPosition is the best guess for which position the player actually played if we add the constraint that each team must have one top player, one jungle, one middle, etc. Generally the recommendation is to use the teamPosition field over the individualPosition field. |
| timeCCingOthers | int |  |
| timePlayed | int |  |
| totalDamageDealt | int |  |
| totalDamageDealtToChampions | int |  |
| totalDamageShieldedOnTeammates | int |  |
| totalDamageTaken | int |  |
| totalHeal | int |  |
| totalHealsOnTeammates | int |  |
| totalMinionsKilled | int |  |
| totalTimeCCDealt | int |  |
| totalTimeSpentDead | int |  |
| totalUnitsHealed | int |  |
| tripleKills | int |  |
| trueDamageDealt | int |  |
| trueDamageDealtToChampions | int |  |
| trueDamageTaken | int |  |
| turretKills | int |  |
| turretTakedowns | int |  |
| turretsLost | int |  |
| unrealKills | int |  |
| visionScore | int |  |
| visionWardsBoughtInGame | int |  |
| wardsKilled | int |  |
| wardsPlaced | int |  |
| win | boolean |  |
| **PerksDto** | | |
| statPerks | PerkStatsDto | |
| styles | List[PerkStyleDto] | |
| **PerkStatsDto** | | |
| defense | int |  |
| flex | int |  |
| offense | int |  |
| **PerkStyleDto** | | |
| description | string |  |
| selections | List[PerkStyleSelectionDto] | |
| style | int |  |
| **PerkStyleSelectionDto** | | |
| perk | int |  |
| var1 | int |  |
| var2 | int |  |
| var3 | int |  |
| **TeamDto** | | |
| bans | List[BanDto] | |
| objectives | ObjectivesDto | |
| teamId | int |  |
| win | boolean |  |
| **BanDto** | | |
| championId | int |  |
| pickTurn | int |  |
| **ObjectivesDto** | | |
| baron | ObjectiveDto | |
| champion | ObjectiveDto | |
| dragon | ObjectiveDto | |
| inhibitor | ObjectiveDto | |
| riftHerald | ObjectiveDto | |
| tower | ObjectiveDto | |
| **ObjectiveDto** | | |
| first | boolean |  |
| kills | int |  |

Graphs:

* Figure 1 — 10 most popular champions in League of Legends
* Figure 2 — champions that picked in more than 10% of games
* Figure 3 — percent of games where “popular” champions is picked
* Figure 4 — games frequency by its duration
* Figure 5 — kills frequency of both teams



Columns list after tidying:

dataVersion

matchId

player0

player1

player2

player3

player4

player5

player6

player7

player8

player9

gameCreation

gameDuration

gameEndTimestamp

gameId

gameMode

gameName

gameStartTimestamp

gameType

gameVersion

mapId

player0\_assists

player0\_baronKills

player0\_bountyLevel

player0\_champExperience

player0\_champLevel

player0\_championId

player0\_championName

player0\_championTransform

player0\_consumablesPurchased

player0\_damageDealtToBuildings

player0\_damageDealtToObjectives

player0\_damageDealtToTurrets

player0\_damageSelfMitigated

player0\_deaths

player0\_detectorWardsPlaced

player0\_doubleKills

player0\_dragonKills

player0\_firstBloodAssist

player0\_firstBloodKill

player0\_firstTowerAssist

player0\_firstTowerKill

player0\_gameEndedInEarlySurrender

player0\_gameEndedInSurrender

player0\_goldEarned

player0\_goldSpent

player0\_individualPosition

player0\_inhibitorKills

player0\_inhibitorTakedowns

player0\_inhibitorsLost

player0\_item0

player0\_item1

player0\_item2

player0\_item3

player0\_item4

player0\_item5

player0\_item6

player0\_itemsPurchased

player0\_killingSprees

player0\_kills

player0\_lane

player0\_largestCriticalStrike

player0\_largestKillingSpree

player0\_largestMultiKill

player0\_longestTimeSpentLiving

player0\_magicDamageDealt

player0\_magicDamageDealtToChampions

player0\_magicDamageTaken

player0\_neutralMinionsKilled

player0\_nexusKills

player0\_nexusLost

player0\_nexusTakedowns

player0\_objectivesStolen

player0\_objectivesStolenAssists

player0\_participantId

player0\_pentaKills

player0\_perks\_statPerks\_defense

player0\_perks\_statPerks\_flex

player0\_perks\_statPerks\_offense

player0\_perks\_styles\_0\_description

player0\_perks\_styles\_0\_selections\_0\_perk

player0\_perks\_styles\_0\_selections\_0\_var1

player0\_perks\_styles\_0\_selections\_0\_var2

player0\_perks\_styles\_0\_selections\_0\_var3

player0\_perks\_styles\_0\_selections\_1\_perk

player0\_perks\_styles\_0\_selections\_1\_var1

player0\_perks\_styles\_0\_selections\_1\_var2

player0\_perks\_styles\_0\_selections\_1\_var3

player0\_perks\_styles\_0\_selections\_2\_perk

player0\_perks\_styles\_0\_selections\_2\_var1

player0\_perks\_styles\_0\_selections\_2\_var2

player0\_perks\_styles\_0\_selections\_2\_var3

player0\_perks\_styles\_0\_selections\_3\_perk

player0\_perks\_styles\_0\_selections\_3\_var1

player0\_perks\_styles\_0\_selections\_3\_var2

player0\_perks\_styles\_0\_selections\_3\_var3

player0\_perks\_styles\_0\_style

player0\_perks\_styles\_1\_description

player0\_perks\_styles\_1\_selections\_0\_perk

player0\_perks\_styles\_1\_selections\_0\_var1

player0\_perks\_styles\_1\_selections\_0\_var2

player0\_perks\_styles\_1\_selections\_0\_var3

player0\_perks\_styles\_1\_selections\_1\_perk

player0\_perks\_styles\_1\_selections\_1\_var1

player0\_perks\_styles\_1\_selections\_1\_var2

player0\_perks\_styles\_1\_selections\_1\_var3

player0\_perks\_styles\_1\_style

player0\_physicalDamageDealt

player0\_physicalDamageDealtToChampions

player0\_physicalDamageTaken

player0\_profileIcon

player0\_puuid

player0\_quadraKills

player0\_riotIdName

player0\_riotIdTagline

player0\_role

player0\_sightWardsBoughtInGame

player0\_spell1Casts

player0\_spell2Casts

player0\_spell3Casts

player0\_spell4Casts

player0\_summoner1Casts

player0\_summoner1Id

player0\_summoner2Casts

player0\_summoner2Id

player0\_summonerId

player0\_summonerLevel

player0\_summonerName

player0\_teamEarlySurrendered

player0\_teamId

player0\_teamPosition

player0\_timeCCingOthers

player0\_timePlayed

player0\_totalDamageDealt

player0\_totalDamageDealtToChampions

player0\_totalDamageShieldedOnTeammates

player0\_totalDamageTaken

player0\_totalHeal

player0\_totalHealsOnTeammates

player0\_totalMinionsKilled

player0\_totalTimeCCDealt

player0\_totalTimeSpentDead

player0\_totalUnitsHealed

player0\_tripleKills

player0\_trueDamageDealt

player0\_trueDamageDealtToChampions

player0\_trueDamageTaken

player0\_turretKills

player0\_turretTakedowns

player0\_turretsLost

player0\_unrealKills

player0\_visionScore

player0\_visionWardsBoughtInGame

player0\_wardsKilled

player0\_wardsPlaced

player0\_win

player1\_assists

player1\_baronKills

player1\_bountyLevel

player1\_champExperience

player1\_champLevel

player1\_championId

player1\_championName

player1\_championTransform

player1\_consumablesPurchased

player1\_damageDealtToBuildings

player1\_damageDealtToObjectives

player1\_damageDealtToTurrets

player1\_damageSelfMitigated

player1\_deaths

player1\_detectorWardsPlaced

player1\_doubleKills

player1\_dragonKills

player1\_firstBloodAssist

player1\_firstBloodKill

player1\_firstTowerAssist

player1\_firstTowerKill

player1\_gameEndedInEarlySurrender

player1\_gameEndedInSurrender

player1\_goldEarned

player1\_goldSpent

player1\_individualPosition

player1\_inhibitorKills

player1\_inhibitorTakedowns

player1\_inhibitorsLost

player1\_item0

player1\_item1

player1\_item2

player1\_item3

player1\_item4

player1\_item5

player1\_item6

player1\_itemsPurchased

player1\_killingSprees

player1\_kills

player1\_lane

player1\_largestCriticalStrike

player1\_largestKillingSpree

player1\_largestMultiKill

player1\_longestTimeSpentLiving

player1\_magicDamageDealt

player1\_magicDamageDealtToChampions

player1\_magicDamageTaken

player1\_neutralMinionsKilled

player1\_nexusKills

player1\_nexusLost

player1\_nexusTakedowns

player1\_objectivesStolen

player1\_objectivesStolenAssists

player1\_participantId

player1\_pentaKills

player1\_perks\_statPerks\_defense

player1\_perks\_statPerks\_flex

player1\_perks\_statPerks\_offense

player1\_perks\_styles\_0\_description

player1\_perks\_styles\_0\_selections\_0\_perk

player1\_perks\_styles\_0\_selections\_0\_var1

player1\_perks\_styles\_0\_selections\_0\_var2

player1\_perks\_styles\_0\_selections\_0\_var3

player1\_perks\_styles\_0\_selections\_1\_perk

player1\_perks\_styles\_0\_selections\_1\_var1

player1\_perks\_styles\_0\_selections\_1\_var2

player1\_perks\_styles\_0\_selections\_1\_var3

player1\_perks\_styles\_0\_selections\_2\_perk

player1\_perks\_styles\_0\_selections\_2\_var1

player1\_perks\_styles\_0\_selections\_2\_var2

player1\_perks\_styles\_0\_selections\_2\_var3

player1\_perks\_styles\_0\_selections\_3\_perk

player1\_perks\_styles\_0\_selections\_3\_var1

player1\_perks\_styles\_0\_selections\_3\_var2

player1\_perks\_styles\_0\_selections\_3\_var3

player1\_perks\_styles\_0\_style

player1\_perks\_styles\_1\_description

player1\_perks\_styles\_1\_selections\_0\_perk

player1\_perks\_styles\_1\_selections\_0\_var1

player1\_perks\_styles\_1\_selections\_0\_var2

player1\_perks\_styles\_1\_selections\_0\_var3

player1\_perks\_styles\_1\_selections\_1\_perk

player1\_perks\_styles\_1\_selections\_1\_var1

player1\_perks\_styles\_1\_selections\_1\_var2

player1\_perks\_styles\_1\_selections\_1\_var3

player1\_perks\_styles\_1\_style

player1\_physicalDamageDealt

player1\_physicalDamageDealtToChampions

player1\_physicalDamageTaken

player1\_profileIcon

player1\_puuid

player1\_quadraKills

player1\_riotIdName

player1\_riotIdTagline

player1\_role

player1\_sightWardsBoughtInGame

player1\_spell1Casts

player1\_spell2Casts

player1\_spell3Casts

player1\_spell4Casts

player1\_summoner1Casts

player1\_summoner1Id

player1\_summoner2Casts

player1\_summoner2Id

player1\_summonerId

player1\_summonerLevel

player1\_summonerName

player1\_teamEarlySurrendered

player1\_teamId

player1\_teamPosition

player1\_timeCCingOthers

player1\_timePlayed

player1\_totalDamageDealt

player1\_totalDamageDealtToChampions

player1\_totalDamageShieldedOnTeammates

player1\_totalDamageTaken

player1\_totalHeal

player1\_totalHealsOnTeammates

player1\_totalMinionsKilled

player1\_totalTimeCCDealt

player1\_totalTimeSpentDead

player1\_totalUnitsHealed

player1\_tripleKills

player1\_trueDamageDealt

player1\_trueDamageDealtToChampions

player1\_trueDamageTaken

player1\_turretKills

player1\_turretTakedowns

player1\_turretsLost

player1\_unrealKills

player1\_visionScore

player1\_visionWardsBoughtInGame

player1\_wardsKilled

player1\_wardsPlaced

player1\_win

player2\_assists

player2\_baronKills

player2\_bountyLevel

player2\_champExperience

player2\_champLevel

player2\_championId

player2\_championName

player2\_championTransform

player2\_consumablesPurchased

player2\_damageDealtToBuildings

player2\_damageDealtToObjectives

player2\_damageDealtToTurrets

player2\_damageSelfMitigated

player2\_deaths

player2\_detectorWardsPlaced

player2\_doubleKills

player2\_dragonKills

player2\_firstBloodAssist

player2\_firstBloodKill

player2\_firstTowerAssist

player2\_firstTowerKill

player2\_gameEndedInEarlySurrender

player2\_gameEndedInSurrender

player2\_goldEarned

player2\_goldSpent

player2\_individualPosition

player2\_inhibitorKills

player2\_inhibitorTakedowns

player2\_inhibitorsLost

player2\_item0

player2\_item1

player2\_item2

player2\_item3

player2\_item4

player2\_item5

player2\_item6

player2\_itemsPurchased

player2\_killingSprees

player2\_kills

player2\_lane

player2\_largestCriticalStrike

player2\_largestKillingSpree

player2\_largestMultiKill

player2\_longestTimeSpentLiving

player2\_magicDamageDealt

player2\_magicDamageDealtToChampions

player2\_magicDamageTaken

player2\_neutralMinionsKilled

player2\_nexusKills

player2\_nexusLost

player2\_nexusTakedowns

player2\_objectivesStolen

player2\_objectivesStolenAssists

player2\_participantId

player2\_pentaKills

player2\_perks\_statPerks\_defense

player2\_perks\_statPerks\_flex

player2\_perks\_statPerks\_offense

player2\_perks\_styles\_0\_description

player2\_perks\_styles\_0\_selections\_0\_perk

player2\_perks\_styles\_0\_selections\_0\_var1

player2\_perks\_styles\_0\_selections\_0\_var2

player2\_perks\_styles\_0\_selections\_0\_var3

player2\_perks\_styles\_0\_selections\_1\_perk

player2\_perks\_styles\_0\_selections\_1\_var1

player2\_perks\_styles\_0\_selections\_1\_var2

player2\_perks\_styles\_0\_selections\_1\_var3

player2\_perks\_styles\_0\_selections\_2\_perk

player2\_perks\_styles\_0\_selections\_2\_var1

player2\_perks\_styles\_0\_selections\_2\_var2

player2\_perks\_styles\_0\_selections\_2\_var3

player2\_perks\_styles\_0\_selections\_3\_perk

player2\_perks\_styles\_0\_selections\_3\_var1

player2\_perks\_styles\_0\_selections\_3\_var2

player2\_perks\_styles\_0\_selections\_3\_var3

player2\_perks\_styles\_0\_style

player2\_perks\_styles\_1\_description

player2\_perks\_styles\_1\_selections\_0\_perk

player2\_perks\_styles\_1\_selections\_0\_var1

player2\_perks\_styles\_1\_selections\_0\_var2

player2\_perks\_styles\_1\_selections\_0\_var3

player2\_perks\_styles\_1\_selections\_1\_perk

player2\_perks\_styles\_1\_selections\_1\_var1

player2\_perks\_styles\_1\_selections\_1\_var2

player2\_perks\_styles\_1\_selections\_1\_var3

player2\_perks\_styles\_1\_style

player2\_physicalDamageDealt

player2\_physicalDamageDealtToChampions

player2\_physicalDamageTaken

player2\_profileIcon

player2\_puuid

player2\_quadraKills

player2\_riotIdName

player2\_riotIdTagline

player2\_role

player2\_sightWardsBoughtInGame

player2\_spell1Casts

player2\_spell2Casts

player2\_spell3Casts

player2\_spell4Casts

player2\_summoner1Casts

player2\_summoner1Id

player2\_summoner2Casts

player2\_summoner2Id

player2\_summonerId

player2\_summonerLevel

player2\_summonerName

player2\_teamEarlySurrendered

player2\_teamId

player2\_teamPosition

player2\_timeCCingOthers

player2\_timePlayed

player2\_totalDamageDealt

player2\_totalDamageDealtToChampions

player2\_totalDamageShieldedOnTeammates

player2\_totalDamageTaken

player2\_totalHeal

player2\_totalHealsOnTeammates

player2\_totalMinionsKilled

player2\_totalTimeCCDealt

player2\_totalTimeSpentDead

player2\_totalUnitsHealed

player2\_tripleKills

player2\_trueDamageDealt

player2\_trueDamageDealtToChampions

player2\_trueDamageTaken

player2\_turretKills

player2\_turretTakedowns

player2\_turretsLost

player2\_unrealKills

player2\_visionScore

player2\_visionWardsBoughtInGame

player2\_wardsKilled

player2\_wardsPlaced

player2\_win

player3\_assists

player3\_baronKills

player3\_bountyLevel

player3\_champExperience

player3\_champLevel

player3\_championId

player3\_championName

player3\_championTransform

player3\_consumablesPurchased

player3\_damageDealtToBuildings

player3\_damageDealtToObjectives

player3\_damageDealtToTurrets

player3\_damageSelfMitigated

player3\_deaths

player3\_detectorWardsPlaced

player3\_doubleKills

player3\_dragonKills

player3\_firstBloodAssist

player3\_firstBloodKill

player3\_firstTowerAssist

player3\_firstTowerKill

player3\_gameEndedInEarlySurrender

player3\_gameEndedInSurrender

player3\_goldEarned

player3\_goldSpent

player3\_individualPosition

player3\_inhibitorKills

player3\_inhibitorTakedowns

player3\_inhibitorsLost

player3\_item0

player3\_item1

player3\_item2

player3\_item3

player3\_item4

player3\_item5

player3\_item6

player3\_itemsPurchased

player3\_killingSprees

player3\_kills

player3\_lane

player3\_largestCriticalStrike

player3\_largestKillingSpree

player3\_largestMultiKill

player3\_longestTimeSpentLiving

player3\_magicDamageDealt

player3\_magicDamageDealtToChampions

player3\_magicDamageTaken

player3\_neutralMinionsKilled

player3\_nexusKills

player3\_nexusLost

player3\_nexusTakedowns

player3\_objectivesStolen

player3\_objectivesStolenAssists

player3\_participantId

player3\_pentaKills

player3\_perks\_statPerks\_defense

player3\_perks\_statPerks\_flex

player3\_perks\_statPerks\_offense

player3\_perks\_styles\_0\_description

player3\_perks\_styles\_0\_selections\_0\_perk

player3\_perks\_styles\_0\_selections\_0\_var1

player3\_perks\_styles\_0\_selections\_0\_var2

player3\_perks\_styles\_0\_selections\_0\_var3

player3\_perks\_styles\_0\_selections\_1\_perk

player3\_perks\_styles\_0\_selections\_1\_var1

player3\_perks\_styles\_0\_selections\_1\_var2

player3\_perks\_styles\_0\_selections\_1\_var3

player3\_perks\_styles\_0\_selections\_2\_perk

player3\_perks\_styles\_0\_selections\_2\_var1

player3\_perks\_styles\_0\_selections\_2\_var2

player3\_perks\_styles\_0\_selections\_2\_var3

player3\_perks\_styles\_0\_selections\_3\_perk

player3\_perks\_styles\_0\_selections\_3\_var1

player3\_perks\_styles\_0\_selections\_3\_var2

player3\_perks\_styles\_0\_selections\_3\_var3

player3\_perks\_styles\_0\_style

player3\_perks\_styles\_1\_description

player3\_perks\_styles\_1\_selections\_0\_perk

player3\_perks\_styles\_1\_selections\_0\_var1

player3\_perks\_styles\_1\_selections\_0\_var2

player3\_perks\_styles\_1\_selections\_0\_var3

player3\_perks\_styles\_1\_selections\_1\_perk

player3\_perks\_styles\_1\_selections\_1\_var1

player3\_perks\_styles\_1\_selections\_1\_var2

player3\_perks\_styles\_1\_selections\_1\_var3

player3\_perks\_styles\_1\_style

player3\_physicalDamageDealt

player3\_physicalDamageDealtToChampions

player3\_physicalDamageTaken

player3\_profileIcon

player3\_puuid

player3\_quadraKills

player3\_riotIdName

player3\_riotIdTagline

player3\_role

player3\_sightWardsBoughtInGame

player3\_spell1Casts

player3\_spell2Casts

player3\_spell3Casts

player3\_spell4Casts

player3\_summoner1Casts

player3\_summoner1Id

player3\_summoner2Casts

player3\_summoner2Id

player3\_summonerId

player3\_summonerLevel

player3\_summonerName

player3\_teamEarlySurrendered

player3\_teamId

player3\_teamPosition

player3\_timeCCingOthers

player3\_timePlayed

player3\_totalDamageDealt

player3\_totalDamageDealtToChampions

player3\_totalDamageShieldedOnTeammates

player3\_totalDamageTaken

player3\_totalHeal

player3\_totalHealsOnTeammates

player3\_totalMinionsKilled

player3\_totalTimeCCDealt

player3\_totalTimeSpentDead

player3\_totalUnitsHealed

player3\_tripleKills

player3\_trueDamageDealt

player3\_trueDamageDealtToChampions

player3\_trueDamageTaken

player3\_turretKills

player3\_turretTakedowns

player3\_turretsLost

player3\_unrealKills

player3\_visionScore

player3\_visionWardsBoughtInGame

player3\_wardsKilled

player3\_wardsPlaced

player3\_win

player4\_assists

player4\_baronKills

player4\_bountyLevel

player4\_champExperience

player4\_champLevel

player4\_championId

player4\_championName

player4\_championTransform

player4\_consumablesPurchased

player4\_damageDealtToBuildings

player4\_damageDealtToObjectives

player4\_damageDealtToTurrets

player4\_damageSelfMitigated

player4\_deaths

player4\_detectorWardsPlaced

player4\_doubleKills

player4\_dragonKills

player4\_firstBloodAssist

player4\_firstBloodKill

player4\_firstTowerAssist

player4\_firstTowerKill

player4\_gameEndedInEarlySurrender

player4\_gameEndedInSurrender

player4\_goldEarned

player4\_goldSpent

player4\_individualPosition

player4\_inhibitorKills

player4\_inhibitorTakedowns

player4\_inhibitorsLost

player4\_item0

player4\_item1

player4\_item2

player4\_item3

player4\_item4

player4\_item5

player4\_item6

player4\_itemsPurchased

player4\_killingSprees

player4\_kills

player4\_lane

player4\_largestCriticalStrike

player4\_largestKillingSpree

player4\_largestMultiKill

player4\_longestTimeSpentLiving

player4\_magicDamageDealt

player4\_magicDamageDealtToChampions

player4\_magicDamageTaken

player4\_neutralMinionsKilled

player4\_nexusKills

player4\_nexusLost

player4\_nexusTakedowns

player4\_objectivesStolen

player4\_objectivesStolenAssists

player4\_participantId

player4\_pentaKills

player4\_perks\_statPerks\_defense

player4\_perks\_statPerks\_flex

player4\_perks\_statPerks\_offense

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player4\_perks\_styles\_0\_selections\_0\_var2

player4\_perks\_styles\_0\_selections\_0\_var3

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player4\_perks\_styles\_0\_selections\_1\_var2

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player4\_perks\_styles\_0\_selections\_2\_perk

player4\_perks\_styles\_0\_selections\_2\_var1

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player4\_perks\_styles\_0\_selections\_2\_var3

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player4\_perks\_styles\_0\_selections\_3\_var3

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player4\_perks\_styles\_1\_selections\_0\_var3

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player4\_perks\_styles\_1\_selections\_1\_var2

player4\_perks\_styles\_1\_selections\_1\_var3

player4\_perks\_styles\_1\_style

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player4\_physicalDamageDealtToChampions

player4\_physicalDamageTaken

player4\_profileIcon

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player4\_quadraKills

player4\_riotIdName

player4\_riotIdTagline

player4\_role

player4\_sightWardsBoughtInGame

player4\_spell1Casts

player4\_spell2Casts

player4\_spell3Casts

player4\_spell4Casts

player4\_summoner1Casts

player4\_summoner1Id

player4\_summoner2Casts

player4\_summoner2Id

player4\_summonerId

player4\_summonerLevel

player4\_summonerName

player4\_teamEarlySurrendered

player4\_teamId

player4\_teamPosition

player4\_timeCCingOthers

player4\_timePlayed

player4\_totalDamageDealt

player4\_totalDamageDealtToChampions

player4\_totalDamageShieldedOnTeammates

player4\_totalDamageTaken

player4\_totalHeal

player4\_totalHealsOnTeammates

player4\_totalMinionsKilled

player4\_totalTimeCCDealt

player4\_totalTimeSpentDead

player4\_totalUnitsHealed

player4\_tripleKills

player4\_trueDamageDealt

player4\_trueDamageDealtToChampions

player4\_trueDamageTaken

player4\_turretKills

player4\_turretTakedowns

player4\_turretsLost

player4\_unrealKills

player4\_visionScore

player4\_visionWardsBoughtInGame

player4\_wardsKilled

player4\_wardsPlaced

player4\_win

player5\_assists

player5\_baronKills

player5\_bountyLevel

player5\_champExperience

player5\_champLevel

player5\_championId

player5\_championName

player5\_championTransform

player5\_consumablesPurchased

player5\_damageDealtToBuildings

player5\_damageDealtToObjectives

player5\_damageDealtToTurrets

player5\_damageSelfMitigated

player5\_deaths

player5\_detectorWardsPlaced

player5\_doubleKills

player5\_dragonKills

player5\_firstBloodAssist

player5\_firstBloodKill

player5\_firstTowerAssist

player5\_firstTowerKill

player5\_gameEndedInEarlySurrender

player5\_gameEndedInSurrender

player5\_goldEarned

player5\_goldSpent

player5\_individualPosition

player5\_inhibitorKills

player5\_inhibitorTakedowns

player5\_inhibitorsLost

player5\_item0

player5\_item1

player5\_item2

player5\_item3

player5\_item4

player5\_item5

player5\_item6

player5\_itemsPurchased

player5\_killingSprees

player5\_kills

player5\_lane

player5\_largestCriticalStrike

player5\_largestKillingSpree

player5\_largestMultiKill

player5\_longestTimeSpentLiving

player5\_magicDamageDealt

player5\_magicDamageDealtToChampions

player5\_magicDamageTaken

player5\_neutralMinionsKilled

player5\_nexusKills

player5\_nexusLost

player5\_nexusTakedowns

player5\_objectivesStolen

player5\_objectivesStolenAssists

player5\_participantId

player5\_pentaKills

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player5\_perks\_statPerks\_flex

player5\_perks\_statPerks\_offense

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player5\_perks\_styles\_0\_selections\_0\_var2

player5\_perks\_styles\_0\_selections\_0\_var3

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player5\_perks\_styles\_0\_selections\_1\_var2

player5\_perks\_styles\_0\_selections\_1\_var3

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player5\_perks\_styles\_0\_selections\_2\_var1

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player5\_perks\_styles\_0\_selections\_3\_var3

player5\_perks\_styles\_0\_style

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player5\_perks\_styles\_1\_selections\_0\_var2

player5\_perks\_styles\_1\_selections\_0\_var3

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player5\_perks\_styles\_1\_selections\_1\_var1

player5\_perks\_styles\_1\_selections\_1\_var2

player5\_perks\_styles\_1\_selections\_1\_var3

player5\_perks\_styles\_1\_style

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player5\_physicalDamageDealtToChampions

player5\_physicalDamageTaken

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player5\_quadraKills

player5\_riotIdName

player5\_riotIdTagline

player5\_role

player5\_sightWardsBoughtInGame

player5\_spell1Casts

player5\_spell2Casts

player5\_spell3Casts

player5\_spell4Casts

player5\_summoner1Casts

player5\_summoner1Id

player5\_summoner2Casts

player5\_summoner2Id

player5\_summonerId

player5\_summonerLevel

player5\_summonerName

player5\_teamEarlySurrendered

player5\_teamId

player5\_teamPosition

player5\_timeCCingOthers

player5\_timePlayed

player5\_totalDamageDealt

player5\_totalDamageDealtToChampions

player5\_totalDamageShieldedOnTeammates

player5\_totalDamageTaken

player5\_totalHeal

player5\_totalHealsOnTeammates

player5\_totalMinionsKilled

player5\_totalTimeCCDealt

player5\_totalTimeSpentDead

player5\_totalUnitsHealed

player5\_tripleKills

player5\_trueDamageDealt

player5\_trueDamageDealtToChampions

player5\_trueDamageTaken

player5\_turretKills

player5\_turretTakedowns

player5\_turretsLost

player5\_unrealKills

player5\_visionScore

player5\_visionWardsBoughtInGame

player5\_wardsKilled

player5\_wardsPlaced

player5\_win

player6\_assists

player6\_baronKills

player6\_bountyLevel

player6\_champExperience

player6\_champLevel

player6\_championId

player6\_championName

player6\_championTransform

player6\_consumablesPurchased

player6\_damageDealtToBuildings

player6\_damageDealtToObjectives

player6\_damageDealtToTurrets

player6\_damageSelfMitigated

player6\_deaths

player6\_detectorWardsPlaced

player6\_doubleKills

player6\_dragonKills

player6\_firstBloodAssist

player6\_firstBloodKill

player6\_firstTowerAssist

player6\_firstTowerKill

player6\_gameEndedInEarlySurrender

player6\_gameEndedInSurrender

player6\_goldEarned

player6\_goldSpent

player6\_individualPosition

player6\_inhibitorKills

player6\_inhibitorTakedowns

player6\_inhibitorsLost

player6\_item0

player6\_item1

player6\_item2

player6\_item3

player6\_item4

player6\_item5

player6\_item6

player6\_itemsPurchased

player6\_killingSprees

player6\_kills

player6\_lane

player6\_largestCriticalStrike

player6\_largestKillingSpree

player6\_largestMultiKill

player6\_longestTimeSpentLiving

player6\_magicDamageDealt

player6\_magicDamageDealtToChampions

player6\_magicDamageTaken

player6\_neutralMinionsKilled

player6\_nexusKills

player6\_nexusLost

player6\_nexusTakedowns

player6\_objectivesStolen

player6\_objectivesStolenAssists

player6\_participantId

player6\_pentaKills

player6\_perks\_statPerks\_defense

player6\_perks\_statPerks\_flex

player6\_perks\_statPerks\_offense

player6\_perks\_styles\_0\_description

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player6\_perks\_styles\_0\_selections\_0\_var2

player6\_perks\_styles\_0\_selections\_0\_var3

player6\_perks\_styles\_0\_selections\_1\_perk

player6\_perks\_styles\_0\_selections\_1\_var1

player6\_perks\_styles\_0\_selections\_1\_var2

player6\_perks\_styles\_0\_selections\_1\_var3

player6\_perks\_styles\_0\_selections\_2\_perk

player6\_perks\_styles\_0\_selections\_2\_var1

player6\_perks\_styles\_0\_selections\_2\_var2

player6\_perks\_styles\_0\_selections\_2\_var3

player6\_perks\_styles\_0\_selections\_3\_perk

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player6\_perks\_styles\_0\_selections\_3\_var2

player6\_perks\_styles\_0\_selections\_3\_var3

player6\_perks\_styles\_0\_style

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player6\_perks\_styles\_1\_selections\_0\_var3

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player6\_perks\_styles\_1\_selections\_1\_var2

player6\_perks\_styles\_1\_selections\_1\_var3

player6\_perks\_styles\_1\_style

player6\_physicalDamageDealt

player6\_physicalDamageDealtToChampions

player6\_physicalDamageTaken

player6\_profileIcon

player6\_puuid

player6\_quadraKills

player6\_riotIdName

player6\_riotIdTagline

player6\_role

player6\_sightWardsBoughtInGame

player6\_spell1Casts

player6\_spell2Casts

player6\_spell3Casts

player6\_spell4Casts

player6\_summoner1Casts

player6\_summoner1Id

player6\_summoner2Casts

player6\_summoner2Id

player6\_summonerId

player6\_summonerLevel

player6\_summonerName

player6\_teamEarlySurrendered

player6\_teamId

player6\_teamPosition

player6\_timeCCingOthers

player6\_timePlayed

player6\_totalDamageDealt

player6\_totalDamageDealtToChampions

player6\_totalDamageShieldedOnTeammates

player6\_totalDamageTaken

player6\_totalHeal

player6\_totalHealsOnTeammates

player6\_totalMinionsKilled

player6\_totalTimeCCDealt

player6\_totalTimeSpentDead

player6\_totalUnitsHealed

player6\_tripleKills

player6\_trueDamageDealt

player6\_trueDamageDealtToChampions

player6\_trueDamageTaken

player6\_turretKills

player6\_turretTakedowns

player6\_turretsLost

player6\_unrealKills

player6\_visionScore

player6\_visionWardsBoughtInGame

player6\_wardsKilled

player6\_wardsPlaced

player6\_win

player7\_assists

player7\_baronKills

player7\_bountyLevel

player7\_champExperience

player7\_champLevel

player7\_championId

player7\_championName

player7\_championTransform

player7\_consumablesPurchased

player7\_damageDealtToBuildings

player7\_damageDealtToObjectives

player7\_damageDealtToTurrets

player7\_damageSelfMitigated

player7\_deaths

player7\_detectorWardsPlaced

player7\_doubleKills

player7\_dragonKills

player7\_firstBloodAssist

player7\_firstBloodKill

player7\_firstTowerAssist

player7\_firstTowerKill

player7\_gameEndedInEarlySurrender

player7\_gameEndedInSurrender

player7\_goldEarned

player7\_goldSpent

player7\_individualPosition

player7\_inhibitorKills

player7\_inhibitorTakedowns

player7\_inhibitorsLost

player7\_item0

player7\_item1

player7\_item2

player7\_item3

player7\_item4

player7\_item5

player7\_item6

player7\_itemsPurchased

player7\_killingSprees

player7\_kills

player7\_lane

player7\_largestCriticalStrike

player7\_largestKillingSpree

player7\_largestMultiKill

player7\_longestTimeSpentLiving

player7\_magicDamageDealt

player7\_magicDamageDealtToChampions

player7\_magicDamageTaken

player7\_neutralMinionsKilled

player7\_nexusKills

player7\_nexusLost

player7\_nexusTakedowns

player7\_objectivesStolen

player7\_objectivesStolenAssists

player7\_participantId

player7\_pentaKills

player7\_perks\_statPerks\_defense

player7\_perks\_statPerks\_flex

player7\_perks\_statPerks\_offense

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player7\_perks\_styles\_0\_selections\_0\_var2

player7\_perks\_styles\_0\_selections\_0\_var3

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player7\_perks\_styles\_0\_selections\_1\_var1

player7\_perks\_styles\_0\_selections\_1\_var2

player7\_perks\_styles\_0\_selections\_1\_var3

player7\_perks\_styles\_0\_selections\_2\_perk

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player7\_perks\_styles\_0\_selections\_2\_var2

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player7\_perks\_styles\_1\_selections\_0\_var3

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player7\_perks\_styles\_1\_selections\_1\_var2

player7\_perks\_styles\_1\_selections\_1\_var3

player7\_perks\_styles\_1\_style

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player7\_physicalDamageDealtToChampions

player7\_physicalDamageTaken

player7\_profileIcon

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player7\_quadraKills

player7\_riotIdName

player7\_riotIdTagline

player7\_role

player7\_sightWardsBoughtInGame

player7\_spell1Casts

player7\_spell2Casts

player7\_spell3Casts

player7\_spell4Casts

player7\_summoner1Casts

player7\_summoner1Id

player7\_summoner2Casts

player7\_summoner2Id

player7\_summonerId

player7\_summonerLevel

player7\_summonerName

player7\_teamEarlySurrendered

player7\_teamId

player7\_teamPosition

player7\_timeCCingOthers

player7\_timePlayed

player7\_totalDamageDealt

player7\_totalDamageDealtToChampions

player7\_totalDamageShieldedOnTeammates

player7\_totalDamageTaken

player7\_totalHeal

player7\_totalHealsOnTeammates

player7\_totalMinionsKilled

player7\_totalTimeCCDealt

player7\_totalTimeSpentDead

player7\_totalUnitsHealed

player7\_tripleKills

player7\_trueDamageDealt

player7\_trueDamageDealtToChampions

player7\_trueDamageTaken

player7\_turretKills

player7\_turretTakedowns

player7\_turretsLost

player7\_unrealKills

player7\_visionScore

player7\_visionWardsBoughtInGame

player7\_wardsKilled

player7\_wardsPlaced

player7\_win

player8\_assists

player8\_baronKills

player8\_bountyLevel

player8\_champExperience

player8\_champLevel

player8\_championId

player8\_championName

player8\_championTransform

player8\_consumablesPurchased

player8\_damageDealtToBuildings

player8\_damageDealtToObjectives

player8\_damageDealtToTurrets

player8\_damageSelfMitigated

player8\_deaths

player8\_detectorWardsPlaced

player8\_doubleKills

player8\_dragonKills

player8\_firstBloodAssist

player8\_firstBloodKill

player8\_firstTowerAssist

player8\_firstTowerKill

player8\_gameEndedInEarlySurrender

player8\_gameEndedInSurrender

player8\_goldEarned

player8\_goldSpent

player8\_individualPosition

player8\_inhibitorKills

player8\_inhibitorTakedowns

player8\_inhibitorsLost

player8\_item0

player8\_item1

player8\_item2

player8\_item3

player8\_item4

player8\_item5

player8\_item6

player8\_itemsPurchased

player8\_killingSprees

player8\_kills

player8\_lane

player8\_largestCriticalStrike

player8\_largestKillingSpree

player8\_largestMultiKill

player8\_longestTimeSpentLiving

player8\_magicDamageDealt

player8\_magicDamageDealtToChampions

player8\_magicDamageTaken

player8\_neutralMinionsKilled

player8\_nexusKills

player8\_nexusLost

player8\_nexusTakedowns

player8\_objectivesStolen

player8\_objectivesStolenAssists

player8\_participantId

player8\_pentaKills

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player8\_perks\_statPerks\_flex

player8\_perks\_statPerks\_offense

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player8\_perks\_styles\_0\_selections\_0\_var3

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player8\_perks\_styles\_0\_selections\_2\_perk

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player8\_perks\_styles\_0\_selections\_3\_var3

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player8\_perks\_styles\_1\_selections\_0\_var3

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player8\_perks\_styles\_1\_selections\_1\_var2

player8\_perks\_styles\_1\_selections\_1\_var3

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player8\_physicalDamageDealtToChampions

player8\_physicalDamageTaken

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player8\_quadraKills

player8\_riotIdName

player8\_riotIdTagline

player8\_role

player8\_sightWardsBoughtInGame

player8\_spell1Casts

player8\_spell2Casts

player8\_spell3Casts

player8\_spell4Casts

player8\_summoner1Casts

player8\_summoner1Id

player8\_summoner2Casts

player8\_summoner2Id

player8\_summonerId

player8\_summonerLevel

player8\_summonerName

player8\_teamEarlySurrendered

player8\_teamId

player8\_teamPosition

player8\_timeCCingOthers

player8\_timePlayed

player8\_totalDamageDealt

player8\_totalDamageDealtToChampions

player8\_totalDamageShieldedOnTeammates

player8\_totalDamageTaken

player8\_totalHeal

player8\_totalHealsOnTeammates

player8\_totalMinionsKilled

player8\_totalTimeCCDealt

player8\_totalTimeSpentDead

player8\_totalUnitsHealed

player8\_tripleKills

player8\_trueDamageDealt

player8\_trueDamageDealtToChampions

player8\_trueDamageTaken

player8\_turretKills

player8\_turretTakedowns

player8\_turretsLost

player8\_unrealKills

player8\_visionScore

player8\_visionWardsBoughtInGame

player8\_wardsKilled

player8\_wardsPlaced

player8\_win

player9\_assists

player9\_baronKills

player9\_bountyLevel

player9\_champExperience

player9\_champLevel

player9\_championId

player9\_championName

player9\_championTransform

player9\_consumablesPurchased

player9\_damageDealtToBuildings

player9\_damageDealtToObjectives

player9\_damageDealtToTurrets

player9\_damageSelfMitigated

player9\_deaths

player9\_detectorWardsPlaced

player9\_doubleKills

player9\_dragonKills

player9\_firstBloodAssist

player9\_firstBloodKill

player9\_firstTowerAssist

player9\_firstTowerKill

player9\_gameEndedInEarlySurrender

player9\_gameEndedInSurrender

player9\_goldEarned

player9\_goldSpent

player9\_individualPosition

player9\_inhibitorKills

player9\_inhibitorTakedowns

player9\_inhibitorsLost

player9\_item0

player9\_item1

player9\_item2

player9\_item3

player9\_item4

player9\_item5

player9\_item6

player9\_itemsPurchased

player9\_killingSprees

player9\_kills

player9\_lane

player9\_largestCriticalStrike

player9\_largestKillingSpree

player9\_largestMultiKill

player9\_longestTimeSpentLiving

player9\_magicDamageDealt

player9\_magicDamageDealtToChampions

player9\_magicDamageTaken

player9\_neutralMinionsKilled

player9\_nexusKills

player9\_nexusLost

player9\_nexusTakedowns

player9\_objectivesStolen

player9\_objectivesStolenAssists

player9\_participantId

player9\_pentaKills

player9\_perks\_statPerks\_defense

player9\_perks\_statPerks\_flex

player9\_perks\_statPerks\_offense

player9\_perks\_styles\_0\_description

player9\_perks\_styles\_0\_selections\_0\_perk

player9\_perks\_styles\_0\_selections\_0\_var1

player9\_perks\_styles\_0\_selections\_0\_var2

player9\_perks\_styles\_0\_selections\_0\_var3

player9\_perks\_styles\_0\_selections\_1\_perk

player9\_perks\_styles\_0\_selections\_1\_var1

player9\_perks\_styles\_0\_selections\_1\_var2

player9\_perks\_styles\_0\_selections\_1\_var3

player9\_perks\_styles\_0\_selections\_2\_perk

player9\_perks\_styles\_0\_selections\_2\_var1

player9\_perks\_styles\_0\_selections\_2\_var2

player9\_perks\_styles\_0\_selections\_2\_var3

player9\_perks\_styles\_0\_selections\_3\_perk

player9\_perks\_styles\_0\_selections\_3\_var1

player9\_perks\_styles\_0\_selections\_3\_var2

player9\_perks\_styles\_0\_selections\_3\_var3

player9\_perks\_styles\_0\_style

player9\_perks\_styles\_1\_description

player9\_perks\_styles\_1\_selections\_0\_perk

player9\_perks\_styles\_1\_selections\_0\_var1

player9\_perks\_styles\_1\_selections\_0\_var2

player9\_perks\_styles\_1\_selections\_0\_var3

player9\_perks\_styles\_1\_selections\_1\_perk

player9\_perks\_styles\_1\_selections\_1\_var1

player9\_perks\_styles\_1\_selections\_1\_var2

player9\_perks\_styles\_1\_selections\_1\_var3

player9\_perks\_styles\_1\_style

player9\_physicalDamageDealt

player9\_physicalDamageDealtToChampions

player9\_physicalDamageTaken

player9\_profileIcon

player9\_puuid

player9\_quadraKills

player9\_riotIdName

player9\_riotIdTagline

player9\_role

player9\_sightWardsBoughtInGame

player9\_spell1Casts

player9\_spell2Casts

player9\_spell3Casts

player9\_spell4Casts

player9\_summoner1Casts

player9\_summoner1Id

player9\_summoner2Casts

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player9\_totalDamageDealtToChampions

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player9\_totalHeal

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player9\_turretKills

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player9\_turretsLost

player9\_unrealKills

player9\_visionScore

player9\_visionWardsBoughtInGame

player9\_wardsKilled

player9\_wardsPlaced

player9\_win

platformId

queueId

teams\_0\_bans\_0\_championId

teams\_0\_bans\_0\_pickTurn

teams\_0\_bans\_1\_championId

teams\_0\_bans\_1\_pickTurn

teams\_0\_bans\_2\_championId

teams\_0\_bans\_2\_pickTurn

teams\_0\_bans\_3\_championId

teams\_0\_bans\_3\_pickTurn

teams\_0\_bans\_4\_championId

teams\_0\_bans\_4\_pickTurn

teams\_0\_objectives\_baron\_first

teams\_0\_objectives\_baron\_kills

teams\_0\_objectives\_champion\_first

teams\_0\_objectives\_champion\_kills

teams\_0\_objectives\_dragon\_first

teams\_0\_objectives\_dragon\_kills

teams\_0\_objectives\_inhibitor\_first

teams\_0\_objectives\_inhibitor\_kills

teams\_0\_objectives\_riftHerald\_first

teams\_0\_objectives\_riftHerald\_kills

teams\_0\_objectives\_tower\_first

teams\_0\_objectives\_tower\_kills

teams\_0\_teamId

teams\_0\_win

teams\_1\_bans\_0\_championId

teams\_1\_bans\_0\_pickTurn

teams\_1\_bans\_1\_championId

teams\_1\_bans\_1\_pickTurn

teams\_1\_bans\_2\_championId

teams\_1\_bans\_2\_pickTurn

teams\_1\_bans\_3\_championId

teams\_1\_bans\_3\_pickTurn

teams\_1\_bans\_4\_championId

teams\_1\_bans\_4\_pickTurn

teams\_1\_objectives\_baron\_first

teams\_1\_objectives\_baron\_kills

teams\_1\_objectives\_champion\_first

teams\_1\_objectives\_champion\_kills

teams\_1\_objectives\_dragon\_first

teams\_1\_objectives\_dragon\_kills

teams\_1\_objectives\_inhibitor\_first

teams\_1\_objectives\_inhibitor\_kills

teams\_1\_objectives\_riftHerald\_first

teams\_1\_objectives\_riftHerald\_kills

teams\_1\_objectives\_tower\_first

teams\_1\_objectives\_tower\_kills

teams\_1\_teamId

teams\_1\_win

tournamentCode