



Flow

(assuming) champion data is fetched
compare API version to local?

Start new aram instance → add/remove players through reactions/commands → fix settings with reactions/commands

→ start aram game → randomize teams and champions → message players (privately or in all-chat)
Lock until game is over

→ keep statistics
(see above)

Allow new rerolls
Need to tell which side won the game (or if remade/canceled)

Database

