Variaveis base:

Player\_name

assists

deaths

kills

championName

bountyLevel

damageDealtToObjectives

damageDealtToObjectives

doubleKills

tripleKills

firstBloodAssist

firstBloodKill

gameEndedInEarlySurrender

gameEndedInSurrender

goldEarned

killingSprees

largestKillingSpree

longestTimeSpentLiving

totalDamageDealtToChampions

objectivesStolen

timeCCingOthers

totalTimeCCDealt

totalEnemyJungleMinionsKilled

totalAllyJungleMinionsKilled

totalTimeSpentDead

win

riotIdGameName

riotIdTagLine

variáveis challenge:

baronBuffGoldAdvantageOverThreshold

earliestBaron

earliestDragonTakedown

earlyLaningPhaseGoldExpAdvantage

laningPhaseGoldExpAdvantage

fastestLegendary

highestChampionDamage

highestCrowdControlScore

junglerKillsEarlyJungle

killsOnLanersEarlyJungleAsJungler

maxCsAdvantageOnLaneOpponent

maxLevelLeadLaneOpponent

takedownsFirst25Minutes

voidMonsterKill

alliedJungleMonsterKills

enemyJungleMonsterKills

buffsStolen

damagePerMinute

epicMonsterKillsNearEnemyJungler

epicMonsterKillsWithin30SecondsOfSpawn

epicMonsterSteals

damageTakenOnTeamPercentage

gameLength

getTakedownsInAllLanesEarlyJungleAsLaner

goldPerMinute

immobilizeAndKillWithAlly

initialBuffCount

initialCrabCount

jungleCsBefore10Minutes

kda

killAfterHiddenWithAlly

killsNearEnemyTurret

outnumberedKills

pickKillWithAlly

soloKills

takedownOnFirstTurret

takedownsBeforeJungleMinionSpawn

teamDamagePercentage