



# Riot API

## 이름 생각하기

롤BTI

Aa 이름	태그	설명
<u>CVED</u>	#도전적인 #울드한 #철거반 #초반형	
<u>CVEK</u>	#도전적인 #울드한 #장의사 #초반형	
<u>CVLD</u>	#도전적인 #울드한 #철거반 #후반형	
<u>CVLK</u>	#도전적인 #울드한 #장의사 #후반형	
<u>CMED</u>	#MZ한 #도전적인 #철거반 #초반형	
<u>CMEK</u>	#MZ한 #도전적인 #장의사 #초반형	
<u>CMLD</u>	#MZ한 #도전적인 #철거반 #후반형	
<u>CMLK</u>	#MZ한 #도전적인 #장의사 #후반형	
<u>PVED</u>	#안정적인 #울드한 #철거반 #초반형	
<u>PVEK</u>	#안정적인 #울드한 #장의사 #초반형	
<u>PVLD</u>	#안정적인 #울드한 #철거반 #후반형	
<u>PVLK</u>	#안정적인 #울드한 #장의사 #후반형	
<u>PMED</u>	#MZ한 #안정적인 #철거반 #초반형	
<u>PMEK</u>	#MZ한 #안정적인 #장의사 #초반형	
<u>PMLD</u>	#MZ한 #안정적인 #철거반 #후반형	
<u>PMLK</u>	#MZ한 #안정적인 #장의사 #후반형	

## 전적 분석

▼ GET https://kr.api.riotgames.com/lol/match/v5/matches/{matchId}

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{
  "metadata": {
    "dataVersion": "2",
    "matchId": "KR_6677823247",
    "participants": [
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      "xBLwvLU9wHTq0UERJNQhXaRR-Eeppg0MVlIPGV_oEdVoL_NhVgGNBmmwUgG6PRZTptkhBZeoEMc3_w",
      "Srp1Hd7h-WCtZRWGAB9rjEHZakP0fz0c29Up4JzIJHuN8xaqm1qLYpqWUGau0nY9xU1MEbVxiYe1Q",
      "8HPowDcDrVTfI04JuJ49SuyERLYqS1_5LjJjMj-zySi115CYqrFe1kPH53_nYOPDb06WbPqIW6MEFw",
      "Gkji6qHyMQiIyCBRRVwL6xx_rF82R8UCts1JoK9mDxnrerODXuKtIP_o3xfC27YP6vDct96fMe9uiXw",
      "ce9de36t8cVli9M4aSMKqhlI3YbWvQzfCDJnR04rxVa0756rMC20UBTKuKyw4B1vC5NMRsgLUgM9iw",
      "OketYr cQc9vMV0f0Fa5ZQlp1w4R0RQmn6bzsGnse3HLJxI66dAp9hJz0w-0ch-NCIPVYMYn1tr eFKHA",
      "FL2PckhV0Rdu-ibjW-yP4BXcmZ5T2B2ROWxEkUkTghJMoIF5GV1hgf01FZhUztHQJLB6jpk0vqYGg",
      "oUpk6_GkqPnlqWX0r0z5EK31PgXJM92_sAfyUY0e7Y1cAJs3xzkU8kCBBTfrx2nkNTuLrjcEgWaYA",
      "8kXbPgQs6jxfNiqP1Wv10oeGgzAorh9FAYiQQpZGG51zJT58UgyM8RkDaF0-cd2PpTiF4NCtEyQL2Q"
    ]
  },
  "info": {
    "gameCreation": 1693329666252,
    "gameDuration": 1982,
  }
}
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"gameEndTimestamp": 1693331667747,
"gameId": 6677823247,
"gameMode": "CLASSIC",
"gameName": "teambuilder-match-6677823247",
"gameStartTimestamp": 1693329685293,
"gameType": "MATCHED_GAME",
"gameVersion": "13.16.525.6443",
"mapId": 11,
"participants": [
  {
    "allInPings": 0,
    "assistMePings": 17,
    "assists": 4,
    "baitPings": 0,
    "baronKills": 0,
    "basicPings": 0,
    "bountyLevel": 0,
    "challenges": {
      "12AssistStreakCount": 0,
      "abilityUses": 416,
      "acesBefore15Minutes": 0,
      "alliedJungleMonsterKills": 6,
      "baronBuffGoldAdvantageOverThreshold": 1,
      "baronTakedowns": 0,
      "blastConeOppositeOpponentCount": 0,
      "bountyGold": 150,
      "buffsStolen": 0,
      "completeSupportQuestInTime": 0,
      "controlWardsPlaced": 2,
      "damagePerMinute": 473.7618369134253,
      "damageTakenOnTeamPercentage": 0.24638912514735473,
      "dancedWithRiftHerald": 0,
      "deathsByEnemyChamps": 10,
      "dodgeSkillShotsSmallWindow": 2,
      "doubleAces": 0,
      "dragonTakedowns": 0,
      "earliestBaron": 1753.3873861,
      "earlyLaningPhaseGoldExpAdvantage": 0,
      "effectiveHealAndShielding": 0,
      "elderDragonKillsWithOpposingSoul": 0,
      "elderDragonMultikills": 0,
      "enemyChampionImmobilizations": 48,
      "enemyJungleMonsterKills": 0,
      "epicMonsterKillsNearEnemyJungler": 0,
      "epicMonsterKillsWithin30SecondsOfSpawn": 0,
      "epicMonsterSteals": 0,
      "epicMonsterStolenWithoutSmite": 0,
      "firstTurretKilled": 0,
      "flawlessAces": 0,
      "fullTeamTakedown": 1,
      "gameLength": 1982.6724275,
      "getTakedownsInAllLanesEarlyJungleAsLaner": 0,
      "goldPerMinute": 347.6852294950019,
      "hadOpenNexus": 0,
      "immobilizeAndKillWithAlly": 4,
      "initialBuffCount": 0,
      "initialCrabCount": 0,
      "jungleCsBefore10Minutes": 0,
      "junglerTakedownsNearDamagedEpicMonster": 0,
      "kTurretsDestroyedBeforePlatesFall": 0,
      "kda": 0.8,
      "killAfterHiddenWithAlly": 0,
      "killParticipation": 0.27586206896551724,
      "killedChampTookFullTeamDamageSurvived": 0,
      "killingSprees": 0,
      "killsNearEnemyTurret": 2,
      "killsOnOtherLanesEarlyJungleAsLaner": 0,
      "killsOnRecentlyHealedByAramPack": 0,
      "killsUnderOwnTurret": 0,
      "killsWithHelpFromEpicMonster": 0,
      "knockEnemyIntoTeamAndKill": 4,
      "landSkillShotsEarlyGame": 6,
      "laneMinionsFirst10Minutes": 46,
      "laningPhaseGoldExpAdvantage": 0,
      "legendaryCount": 0,
      "lostAnInhibitor": 0,
      "maxCsAdvantageOnLaneOpponent": 23,
      "maxKillDeficit": 0,
      "maxLevelLeadLaneOpponent": 1,
      "mejaisFullStackInTime": 0,
      "moreEnemyJungleThanOpponent": 0,
      "multiKillOneSpell": 0,
      "multiTurretRiftHeraldCount": 0,
      "multikills": 0,

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    "multikillsAfterAggressiveFlash": 0,
    "mythicItemUsed": 6691,
    "outerTurretExecutesBefore10Minutes": 0,
    "outnumberedKills": 0,
    "outnumberedNexusKill": 0,
    "perfectDragonSoulsTaken": 0,
    "perfectGame": 0,
    "pickKillWithAlly": 7,
    "playedChampSelectPosition": 1,
    "poroExplosions": 0,
    "quickCleanse": 0,
    "quickFirstTurret": 0,
    "quickSoloKills": 0,
    "riftHeraldTakedowns": 0,
    "saveAllyFromDeath": 0,
    "scuttleCrabKills": 0,
    "skillshotsDodged": 14,
    "skillshotsHit": 22,
    "snowballsHit": 0,
    "soloBaronKills": 0,
    "soloKills": 0,
    "stealthWardsPlaced": 5,
    "survivedSingleDigitHpCount": 0,
    "survivedThreeImmobilizesInFight": 0,
    "takedownOnFirstTurret": 0,
    "takedowns": 8,
    "takedownsAfterGainingLevelAdvantage": 0,
    "takedownsBeforeJungleMinionSpawn": 0,
    "takedownsFirstXMinutes": 3,
    "takedownsInAlcove": 0,
    "takedownsInEnemyFountain": 0,
    "teamBaronKills": 1,
    "teamDamagePercentage": 0.15534580142781304,
    "teamElderDragonKills": 0,
    "teamRiftHeraldKills": 1,
    "teleportTakedowns": 2,
    "tookLargeDamageSurvived": 0,
    "turretPlatesTaken": 1,
    "turretTakedowns": 1,
    "turretsTakenWithRiftHerald": 0,
    "twentyMinionsIn3SecondsCount": 8,
    "twoWardsOneSweeperCount": 0,
    "unseenRecalls": 0,
    "visionScoreAdvantageLaneOpponent": 0.5508732795715332,
    "visionScorePerMinute": 0.7950072414964927,
    "wardTakedowns": 4,
    "wardTakedownsBefore20M": 0,
    "wardsGuarded": 1
  },
  "champExperience": 15015,
  "champLevel": 16,
  "championId": 266,
  "championName": "Aatrox",
  "championTransform": 0,
  "commandPings": 28,
  "consumablesPurchased": 4,
  "damageDealtToBuildings": 1030,
  "damageDealtToObjectives": 6221,
  "damageDealtToTurrets": 1030,
  "damageSelfMitigated": 23325,
  "dangerPings": 0,
  "deaths": 10,
  "detectorWardsPlaced": 2,
  "doubleKills": 0,
  "dragonKills": 0,
  "eligibleForProgression": true,
  "enemyMissingPings": 14,
  "enemyVisionPings": 0,
  "firstBloodAssist": false,
  "firstBloodKill": false,
  "firstTowerAssist": false,
  "firstTowerKill": false,
  "gameEndedInEarlySurrender": false,
  "gameEndedInSurrender": true,
  "getBackPings": 5,
  "goldEarned": 11489,
  "goldSpent": 11075,
  "holdPings": 0,
  "individualPosition": "TOP",
  "inhibitorKills": 0,
  "inhibitorTakedowns": 0,
  "inhibitorsLost": 2,
  "item0": 2055,
  "item1": 6694,

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    "item2": 1054,
    "item3": 3156,
    "item4": 3111,
    "item5": 6691,
    "item6": 3364,
    "itemsPurchased": 26,
    "killingSpree": 1,
    "kills": 4,
    "lane": "TOP",
    "largestCriticalStrike": 0,
    "largestKillingSpree": 2,
    "largestMultiKill": 1,
    "longestTimeSpentLiving": 326,
    "magicDamageDealt": 0,
    "magicDamageDealtToChampions": 0,
    "magicDamageTaken": 12956,
    "needVisionPings": 0,
    "neutralMinionsKilled": 16,
    "nexusKills": 0,
    "nexusLost": 0,
    "nexusTakedowns": 0,
    "objectivesStolen": 0,
    "objectivesStolenAssists": 0,
    "onMyWayPings": 19,
    "participated": 1,
    "pentakills": 0,
    "perks": {
      "statPerks": {
        "defense": 5002,
        "flex": 5008,
        "offense": 5008
      }
    },
    "styles": [
      {
        "description": "primaryStyle",
        "selections": [
          {
            "perk": 8010,
            "var1": 79,
            "var2": 0,
            "var3": 0
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          {
            "perk": 9111,
            "var1": 334,
            "var2": 160,
            "var3": 0
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          {
            "perk": 9105,
            "var1": 24,
            "var2": 30,
            "var3": 0
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          {
            "perk": 8299,
            "var1": 311,
            "var2": 0,
            "var3": 0
          }
        ],
        "style": 8000
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      {
        "description": "subStyle",
        "selections": [
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            "perk": 8453,
            "var1": 674,
            "var2": 95,
            "var3": 0
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          {
            "perk": 8473,
            "var1": 1339,
            "var2": 0,
            "var3": 0
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        "style": 8400
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    "physicalDamageDealtToChampions": 15655,
    "physicalDamageTaken": 18178,
    "placement": 0,
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    "playerAugment2": 0,
    "playerAugment3": 0,
    "playerAugment4": 0,
    "playerSubteamId": 0,
    "profileIcon": 907,
    "pushPings": 0,
    "puuid": "AmKzZ_B-9x3XjYI5S1sfwEadDVSh33KA52xzCGnmKjXsLqqZ5AtiL5Mjx8vcMeUFaM7Ef4TXhPkAJA",
    "quadraKills": 0,
    "riotIdName": "",
    "riotIdTagline": "",
    "role": "DUO",
    "sightWardsBoughtInGame": 0,
    "spell1Casts": 212,
    "spell2Casts": 48,
    "spell3Casts": 142,
    "spell4Casts": 14,
    "subteamPlacement": 0,
    "summoner1Casts": 3,
    "summoner1Id": 12,
    "summoner2Casts": 4,
    "summoner2Id": 4,
    "summonerId": "reSyZ0wWGdx-vL1bpXB40sxXlGAlaNYJA2BcRLZDWyn3YJ9LSUFogFp7Q",
    "summonerLevel": 35,
    "summonerName": "adinciso",
    "teamEarlySurrendered": false,
    "teamId": 100,
    "teamPosition": "TOP",
    "timeCCingOthers": 24,
    "timePlayed": 1982,
    "totalAllyJungleMinionsKilled": 13,
    "totalDamageDealt": 160438,
    "totalDamageDealtToChampions": 15655,
    "totalDamageShieldedOnTeamates": 0,
    "totalDamageTaken": 35474,
    "totalEnemyJungleMinionsKilled": 0,
    "totalHeal": 7761,
    "totalHealsOnTeamates": 0,
    "totalMinionsKilled": 179,
    "totalTimeCCDealt": 362,
    "totalTimeSpentDead": 359,
    "totalUnitsHealed": 1,
    "tripleKills": 0,
    "trueDamageDealt": 0,
    "trueDamageDealtToChampions": 0,
    "trueDamageTaken": 4340,
    "turretKills": 0,
    "turretTakedowns": 1,
    "turretsLost": 9,
    "unrealKills": 0,
    "visionClearedPings": 0,
    "visionScore": 26,
    "visionWardsBoughtInGame": 3,
    "wardsKilled": 4,
    "wardsPlaced": 7,
    "win": false
  },
  {
    "allInPings": 0,
    "assistMePings": 6,
    "assists": 7,
    "baitPings": 0,
    "baronKills": 0,
    "basicPings": 0,
    "bountyLevel": 0,
    "challenges": {
      "12AssistStreakCount": 0,
      "abilityUses": 397,
      "acesBefore15Minutes": 0,
      "alliedJungleMonsterKills": 56,
      "baronBuffGoldAdvantageOverThreshold": 1,
      "baronTakedowns": 1,
      "blastConeOppositeOpponentCount": 0,
      "bountyGold": 800,
      "buffsStolen": 1,
      "completeSupportQuestInTime": 0,
      "controlWardTimeCoverageInRiverOrEnemyHalf": 0.8375397073503712,
      "controlWardsPlaced": 7,
      "damagePerMinute": 705.2667254712202,
      "damageTakenOnTeamPercentage": 0.20962523388095936,
      "dancedWithRiftHerald": 0,

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"deathsByEnemyChamps": 4,
"dodgeSkillShotsSmallWindow": 3,
"doubleAces": 0,
"dragonTakedowns": 3,
"earliestBaron": 1753.3873861,
"earliestDragonTakedown": 489.6694281,
"earlyLaningPhaseGoldExpAdvantage": 0,
"effectiveHealAndShielding": 0,
"elderDragonKillsWithOpposingSoul": 0,
"elderDragonMultikills": 0,
"enemyChampionImmobilizations": 0,
"enemyJungleMonsterKills": 12,
"epicMonsterKillsNearEnemyJungler": 0,
"epicMonsterKillsWithin30SecondsOfSpawn": 1,
"epicMonsterSteals": 0,
"epicMonsterStolenWithoutSmite": 0,
"firstTurretKilled": 0,
"flawlessAces": 0,
"fullTeamTakedown": 1,
"gameLength": 1982.6724275,
"goldPerMinute": 450.4068182425461,
"hadOpenNexus": 0,
"immobilizeAndKillWithAlly": 0,
"initialBuffCount": 2,
"initialCrabCount": 1,
"jungleCsBefore10Minutes": 68.00000005960464,
"junglerKillsEarlyJungle": 0,
"junglerTakedownsNearDamagedEpicMonster": 0,
"kTurretsDestroyedBeforePlatesFall": 0,
"kda": 3.25,
"killAfterHiddenWithAlly": 2,
"killParticipation": 0.4482758620689655,
"killedChampTookFullTeamDamageSurvived": 0,
"killingSprees": 1,
"killsNearEnemyTurret": 1,
"killsOnLanersEarlyJungleAsJungler": 0,
"killsOnRecentlyHealedByAramPack": 0,
"killsUnderOwnTurret": 0,
"killsWithHelpFromEpicMonster": 0,
"knockEnemyIntoTeamAndKill": 0,
"landSkillShotsEarlyGame": 12,
"laneMinionsFirst10Minutes": 0,
"laningPhaseGoldExpAdvantage": 0,
"legendaryCount": 0,
"lostAnInhibitor": 0,
"maxCsAdvantageOnLaneOpponent": 28.25,
"maxKillDeficit": 0,
"maxLevelLeadLaneOpponent": 2,
"mejaisFullStackInTime": 0,
"moreEnemyJungleThanOpponent": -29.500000059604645,
"multiKillOneSpell": 0,
"multiTurretRiftHeraldCount": 0,
"multikills": 1,
"multikillsAfterAggressiveFlash": 0,
"mythicItemUsed": 6691,
"outerTurretExecutesBefore10Minutes": 0,
"outnumberedKills": 2,
"outnumberedNexusKill": 0,
"perfectDragonSoulsTaken": 0,
"perfectGame": 0,
"pickKillWithAlly": 9,
"playedChampSelectPosition": 1,
"poroExplosions": 0,
"quickCleanse": 0,
"quickFirstTurret": 0,
"quickSoloKills": 0,
"riftHeraldTakedowns": 1,
"saveAllyFromDeath": 0,
"scuttleCrabKills": 6,
"skillshotsDodged": 19,
"skillshotsHit": 83,
"snowballsHit": 0,
"soloBaronKills": 0,
"soloKills": 0,
"stealthWardsPlaced": 2,
"survivedSingleDigitHpCount": 0,
"survivedThreeImmobilizesInFight": 0,
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"takedowns": 13,
"takedownsAfterGainingLevelAdvantage": 0,
"takedownsBeforeJungleMinionSpawn": 0,
"takedownsFirstXMinutes": 2,
"takedownsInAlcove": 0,
"takedownsInEnemyFountain": 0,

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    "teamBaronKills": 1,
    "teamDamagePercentage": 0.23125590993669887,
    "teamElderDragonKills": 0,
    "teamRiftHeraldKills": 1,
    "tookLargeDamageSurvived": 0,
    "turretPlatesTaken": 3,
    "turretTakedowns": 1,
    "turretsTakenWithRiftHerald": 0,
    "twentyMinionsIn3SecondsCount": 0,
    "twoWardsOneSweeperCount": 2,
    "unseenRecalls": 0,
    "visionScoreAdvantageLaneOpponent": 0.5636674165725708,
    "visionScorePerMinute": 2.000454603741008,
    "wardTakedowns": 13,
    "wardTakedownsBefore20M": 6,
    "wardsGuarded": 2
  },
  "champExperience": 14878,
  "champLevel": 16,
  "championId": 121,
  "championName": "Khazix",
  "championTransform": 0,
  "commandPings": 9,
  "consumablesPurchased": 8,
  "damageDealtToBuildings": 1028,
  "damageDealtToObjectives": 32857,
  "damageDealtToTurrets": 1028,
  "damageSelfMitigated": 13886,
  "dangerPings": 0,
  "deaths": 4,
  "detectorWardsPlaced": 7,
  "doubleKills": 1,
  "dragonKills": 2,
  "eligibleForProgression": true,
  "enemyMissingPings": 3,
  "enemyVisionPings": 1,
  "firstBloodAssist": false,
  "firstBloodKill": false,
  "firstTowerAssist": false,
  "firstTowerKill": false,
  "gameEndedInEarlySurrender": false,
  "gameEndedInSurrender": true,
  "getBackPings": 33,
  "goldEarned": 14883,
  "goldSpent": 13725,
  "holdPings": 5,
  "individualPosition": "JUNGLE",
  "inhibitorKills": 0,
  "inhibitorTakedowns": 0,
  "inhibitorsLost": 2,
  "item0": 3179,
  "item1": 6691,
  "item2": 2421,
  "item3": 3158,
  "item4": 3814,
  "item5": 6693,
  "item6": 3364,
  "itemsPurchased": 27,
  "killingSprees": 2,
  "kills": 6,
  "lane": "JUNGLE",
  "largestCriticalStrike": 0,
  "largestKillingSpree": 3,
  "largestMultiKill": 2,
  "longestTimeSpentLiving": 1108,
  "magicDamageDealt": 1400,
  "magicDamageDealtToChampions": 1400,
  "magicDamageTaken": 14573,
  "needVisionPings": 0,
  "neutralMinionsKilled": 148,
  "nexusKills": 0,
  "nexusLost": 0,
  "nexusTakedowns": 0,
  "objectivesStolen": 0,
  "objectivesStolenAssists": 0,
  "onMyWayPings": 41,
  "participantId": 2,
  "pentaKills": 0,
  "perks": {
    "statPerks": {
      "defense": 5002,
      "flex": 5008,
      "offense": 5008
    }
  },

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    "styles": [
      {
        "description": "primaryStyle",
        "selections": [
          {
            "perk": 8369,
            "var1": 1144,
            "var2": 1046,
            "var3": 0
          },
          {
            "perk": 8304,
            "var1": 10,
            "var2": 3,
            "var3": 0
          },
          {
            "perk": 8321,
            "var1": 7,
            "var2": 0,
            "var3": 0
          },
          {
            "perk": 8347,
            "var1": 0,
            "var2": 0,
            "var3": 0
          }
        ],
        "style": 8300
      },
      {
        "description": "subStyle",
        "selections": [
          {
            "perk": 8135,
            "var1": 320,
            "var2": 4,
            "var3": 0
          },
          {
            "perk": 8136,
            "var1": 14,
            "var2": 30,
            "var3": 0
          }
        ],
        "style": 8100
      }
    ],
    "physicalDamageDealt": 169671,
    "physicalDamageDealtToChampions": 20229,
    "physicalDamageTaken": 13821,
    "placement": 0,
    "playerAugment1": 0,
    "playerAugment2": 0,
    "playerAugment3": 0,
    "playerAugment4": 0,
    "playerSubteamId": 0,
    "profileIcon": 5936,
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"summoner2Casts": 5,
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          "var2": 994,
          "var3": 0
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    }
  ]
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    "quickSoloKills": 0,
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  "firstTowerAssist": false,
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  "gameEndedInSurrender": true,
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            "var2": 0,
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      "riftHerald": {
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    {
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	info				gameDuration
	info				gameEndTimestamp
	info				gameMode
	info				gameType

체크	depth 1	depth 2	depth 3	depth 4	key
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	info	participants			allInPings
	info	participants			assistMePings
	info	participants			assists
	info	participants			baitPings
	info	participants			baronKills
	info	participants			basicPings
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	info	participants	challenges		baronBuffGoldAdvantageOverThreshold
	info	participants	challenges		baronTakedowns
	info	participants	challenges		blastConeOppositeOpponentCount
	info	participants	challenges		bountyGold
	info	participants	challenges		buffsStolen
	info	participants	challenges		completeSupportQuestInTime
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	info	participants	challenges		dancedWithRiftHerald
	info	participants	challenges		deathsByEnemyChamps
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	info	participants	challenges		doubleAces
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	info	participants	challenges		earlyLaningPhaseGoldExpAdvantage
	info	participants	challenges		effectiveHealAndShielding



체크	depth 1	depth 2	depth 3	depth 4	key
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	info	participants	challenges		elderDragonMultikills
	info	participants	challenges		enemyChampionImmobilizations
	info	participants	challenges		enemyJungleMonsterKills
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	info	participants	challenges		epicMonsterStolenWithoutSmite
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	info	participants	challenges		flawlessAces
	info	participants	challenges		fullTeamTakedown
	info	participants	challenges		gameLength
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	info	participants	challenges		goldPerMinute
	info	participants	challenges		hadOpenNexus
	info	participants	challenges		immobilizeAndKillWithAlly
	info	participants	challenges		initialBuffCount
	info	participants	challenges		initialCrabCount
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	info	participants	challenges		junglerTakedownsNearDamagedEpicMonster
	info	participants	challenges		kTurretsDestroyedBeforePlatesFall
	info	participants	challenges		kda
	info	participants	challenges		killAfterHiddenWithAlly
	info	participants	challenges		killParticipation
	info	participants	challenges		killedChampTookFullTeamDamageSurvived
	info	participants	challenges		killlingSprees
	info	participants	challenges		killsNearEnemyTurret
	info	participants	challenges		killsOnOtherLanesEarlyJungleAsLaner
	info	participants	challenges		killsOnRecentlyHealedByAramPack
	info	participants	challenges		killsUnderOwnTurret
	info	participants	challenges		killsWithHelpFromEpicMonster
	info	participants	challenges		knockEnemyIntoTeamAndKill
	info	participants	challenges		landSkillShotsEarlyGame
	info	participants	challenges		laneMinionsFirst10Minutes

체크	depth 1	depth 2	depth 3	depth 4	key
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	info	participants	challenges		legendaryCount
	info	participants	challenges		lostAnInhibitor
	info	participants	challenges		maxCsAdvantageOnLaneOpponent
	info	participants	challenges		maxKillDeficit
	info	participants	challenges		maxLevelLeadLaneOpponent
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	info	participants	challenges		moreEnemyJungleThanOpponent
	info	participants	challenges		multiKillOneSpell
	info	participants	challenges		multiTurretRiftHeraldCount
	info	participants	challenges		multikills
	info	participants	challenges		multikillsAfterAggressiveFlash
	info	participants	challenges		mythicItemUsed
	info	participants	challenges		outerTurretExecutesBefore10Minutes
	info	participants	challenges		outnumberedKills
	info	participants	challenges		outnumberedNexusKill
	info	participants	challenges		perfectDragonSoulsTaken
	info	participants	challenges		perfectGame
	info	participants	challenges		pickKillWithAlly
	info	participants	challenges		playedChampSelectPosition
	info	participants	challenges		poroExplosions
	info	participants	challenges		quickCleanse
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	info	participants	challenges		quickSoloKills
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	info	participants	challenges		survivedSingleDigitHpCount
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	info	participants	challenges		takedowns
	info	participants	challenges		takedownsAfterGainingLevelAdvantage
	info	participants	challenges		takedownsBeforeJungleMinionSpawn
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	info	participants	challenges		takedownsInEnemyFountain
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	info	participants	challenges		teamRiftHeraldKills

체크	depth 1	depth 2	depth 3	depth 4	key
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	info	participants	challenges		turretPlatesTaken
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	info	participants	challenges		twoWardsOneSweeperCount
	info	participants	challenges		unseenRecalls
	info	participants	challenges		visionScoreAdvantageLaneOpponent
	info	participants	challenges		visionScorePerMinute
	info	participants	challenges		wardTakedowns
	info	participants	challenges		wardTakedownsBefore20M
	info	participants	challenges		wardsGuarded
		participants			champExperience
		participants			champLevel
		participants			championId
		participants			championName
		participants			championTransform
		participants			commandPings
		participants			consumablesPurchased
		participants			damageDealtToBuildings
		participants			damageDealtToObjectives
		participants			damageDealtToTurrets
		participants			damageSelfMitigated
		participants			dangerPings
		participants			deaths
		participants			detectorWardsPlaced
		participants			doubleKills
		participants			dragonKills
		participants			eligibleForProgression
		participants			enemyMissingPings
		participants			enemyVisionPings
		participants			firstBloodAssist
		participants			firstBloodKill
		participants			firstTowerAssist
		participants			firstTowerKill
		participants			gameEndedInEarlySurrender
		participants			gameEndedInSurrender
		participants			getBackPings
		participants			goldEarned
		participants			goldSpent
		participants			holdPings
		participants			individualPosition
		participants			inhibitorKills
		participants			inhibitorTakedowns
		participants			inhibitorsLost

체크	depth 1	depth 2	depth 3	depth 4	key
		participants			item0
		participants			item1
		participants			item2
		participants			item3
		participants			item4
		participants			item5
		participants			item6
		participants			itemsPurchased
		participants			kills
		participants			kills
		participants			lane
		participants			largestCriticalStrike
		participants			largestKillingSpree
		participants			largestMultiKill
		participants			longestTimeSpentLiving
		participants			magicDamageDealt
		participants			magicDamageDealtToChampions
		participants			magicDamageTaken
		participants			needVisionPings
		participants			neutralMinionsKilled
		participants			nexusKills
		participants			nexusLost
		participants			nexusTakedowns
		participants			objectivesStolen
		participants			objectivesStolenAssists
		participants			onMyWayPings
		participants			participantId

체크	depth 1	depth 2	depth 3	depth 4	key
		participants			pentaKills
		participants	perks	statPerks	defense
		participants	perks	statPerks	flex
		participants	perks	statPerks	offense
		participants	perks	styles	description
		participants	perks	styles	selections.perk
		participants	perks	styles	selections.var1
		participants	perks	styles	selections.var2
		participants	perks	styles	selections.var3
		participants	perks	styles	style
		participants			physicalDamageDealt
		participants			physicalDamageDealtToChampions
		participants			physicalDamageTaken
		participants			placement
		participants			playerAugment1
		participants			playerAugment2
		participants			playerAugment3
		participants			playerAugment4
		participants			playerSubteamId
		participants			profileIcon
		participants			pushPings
		participants			puuid
		participants			quadraKills
		participants			riotIdName
		participants			riotIdTagline
		participants			role
		participants			sightWardsBoughtInGame
		participants			spell1Casts
		participants			spell2Casts
		participants			spell3Casts
		participants			spell4Casts
		participants			subteamPlacement
		participants			summoner1Casts
		participants			summoner1Id
		participants			summoner2Casts
		participants			summoner2Id
		participants			summonerId
		participants			summonerLevel
		participants			summonerName

체크	depth 1	depth 2	depth 3	depth 4	key
		participants			teamEarlySurrendered
		participants			teamId
		participants			teamPosition
		participants			timeCCingOthers
		participants			timePlayed
		participants			totalAllyJungleMinionsKilled
		participants			totalDamageDealt
		participants			totalDamageDealtToChampions
		participants			totalDamageShieldedOnTeammates
		participants			totalDamageTaken
		participants			totalEnemyJungleMinionsKilled
		participants			totalHeal
		participants			totalHealsOnTeammates
		participants			totalMinionsKilled
		participants			totalTimeCCDealt
		participants			totalTimeSpentDead
		participants			totalUnitsHealed
		participants			tripleKills
		participants			trueDamageDealt
		participants			trueDamageDealtToChampions
		participants			trueDamageTaken
		participants			turretKills
		participants			turretTakedowns
		participants			turretsLost
		participants			unrealKills
		participants			visionClearedPings
		participants			visionScore
		participants			visionWardsBoughtInGame
		participants			wardsKilled
		participants			wardsPlaced
✓		participants			win

lck서 사용하는 지표

▼ 압

Player	시즌 순	승률	KDA	KR	Death	Assist	CSM	GPM	킬 관여율	DMG%	DPM	DPG	AVG OPTF	Player	GD@10	CSD@10	XPD@10	GD@15	CSD@15	XPD@15	Ahead CS@15	FB %	FB Victim	Solo Kills
Faker	23	73.9%	3.8	3.4	2.1	4.5	8.5	402	59.3%	27.5%	627	156.0%	461.60	Faker	108	2.7	53	180	-1.1	-114	56.5%	26.1%	0.0%	5
Chovy	22	68.2%	4.9	3.4	1.8	5.5	9.2	431	64.6%	27.7%	663	153.8%	430.08	Chovy	62	5.2	51	223	7.2	24	77.3%	4.5%	4.5%	5
Showmaker	21	66.7%	4.4	2.5	1.6	4.6	8.6	388	60.4%	26.1%	600	154.6%	291.61	Showmaker	-42	-3.4	-143	-211	-5.1	-134	28.6%	9.5%	9.5%	5
Bdd	23	60.9%	4.2	2.8	1.7	4.3	8.8	397	67.1%	23.9%	467	117.6%	317.35	Bdd	41	0.3	-13	51	-1.1	-103	47.8%	21.7%	13.0%	4
Clozer	25	56.0%	2.2	2.5	2.7	3.5	9.1	394	63.1%	25.4%	519	131.7%	320.56	Clozer	-23	-0.6	53	124	6.7	339	72.0%	16.0%	12.0%	7
Zeka	23	52.2%	3.5	3.2	1.8	3.0	9.9	425	57.9%	27.0%	594	139.8%	392.91	Zeka	121	4	108	165	7.3	255	69.6%	21.7%	4.3%	14
Karis	22	36.4%	2.9	2.6	1.8	2.7	8.8	383	64.3%	26.7%	486	126.9%	238.73	Karis	-175	-5	-44	-262	-8.0	-82	27.3%	13.6%	4.5%	4
Bulldog	22	36.4%	2.4	1.8	2.2	3.6	8.6	383	61.6%	29.1%	594	155.1%	345.67	Bulldog	50	0.8	86	54	-1.4	94	36.4%	13.6%	9.1%	5
FATE	22	27.3%	2.0	2.2	2.4	2.7	8.5	365	56.0%	27.9%	570	156.2%	412.26	FATE	-141	-3	-156	-263	-5.7	-239	31.8%	9.1%	13.6%	6
FIESTA	21	19.0%	2.2	2.2	2.5	3.2	8.9	385	55.7%	25.7%	502	130.4%	373.26	FIESTA	-13	-1.6	-17	-110	-0.3	-99	57.1%	19.0%	9.5%	7
Player	GP	CTR%	KP	DTH%	FB%	FBV%	GO10	XPD10	CSO10	GOLD%	DMG%	CS@P15	D@P15	SM										
ZEKA	23	52.2%	65.2%	17.4%	21.7%	4.3%	121	108	4	25.9%	27.0%	30.3%	27.3%	12										
Faker	23	47.8%	60.5%	21.1%	26.1%	0.0%	108	53	2.7	21.9%	27.5%	24.0%	27.3%	3										
Chovy	22	54.5%	64.7%	18.3%	4.5%	4.5%	62	51	5.2	24.2%	27.7%	26.0%	28.6%	4										
BuLLDoG	22	54.5%	61.7%	19.9%	13.6%	9.1%	50	86	0.8	23.3%	29.1%	24.8%	29.6%	1										
Bdd	23	43.5%	65.6%	21.5%	21.7%	13.0%	41	-13	0.3	22.8%	23.9%	24.6%	23.2%	2										
FIESTA	21	71.4%	60.6%	22.2%	19.0%	9.5%	-13	-17	-1.6	24.6%	25.7%	26.6%	25.8%	4										
Clozer	25	36.0%	60.7%	25.9%	16.0%	12.0%	-23	53	-0.6	24.0%	25.4%	26.8%	26.0%	2										
ShowMaker	21	42.9%	63.1%	22.2%	9.5%	9.5%	-42	-143	-3.4	22.3%	26.1%	25.0%	27.1%	4										
FATE	22	59.1%	60.1%	16.9%	9.1%	13.6%	-141	-156	-3	23.2%	27.9%	26.7%	28.1%	-3										
Karis	22	40.9%	65.9%	18.2%	13.6%	4.5%	-175	-44	-5	24.0%	26.7%	26.6%	25.9%	2										

드드드드드드(ehdrbs8471)

진짜 제카 무럭

캐칠네냐(toonkary)

피에스타가 슬립 2등이네


쏘임니깽?(burkqa)

효현친을 잊는 제현신

이 | 야아양(shaasds44)

제카는 심지어 라인전약캐임


# KEY PLAYER



HLE  
**DEFT**

ROUND 2

6th	3.8	KDA	3.9	5th
1st	652	DPM 분당 데미지	484	4th
1st	29.8%	DMG% 킬 내 데미지 비중	25.8%	5th
1st	156.3%	DMG/GOLD 골드당 데미지	111.6%	4th
3rd	+ 8.6	CSD@15 15분 CS 차이	+ 2.5	4th
4th	+ 320	GD@15 15분 골드 차이	+ 368	3rd
1st	+ 2.64%	JP-D 정글러 관여율 차이	+ 2.61%	2nd



NS  
**DEOKDAM**



- 정글러 관여율 차이
  - 게임시간으로 3분-15분 사이  
지형지물 상관없이 직선거리 2000 안에 정글러가 있는 시간을 계산해서 어느 라인가까이에 있었는지로 계산한다  
합니다

형식 피셜 있으면 좋겠는 데이터

- 내가 먹은 골드 / 팀 전체 골드
  - 얼마나 고혈빠는지
  - 이에 따른 승률 ㄷㄷ보여줘도 좋을 것 같고(내가 골드 먹으면 캐리가가능한지?)
- 킬관여율
  - 내가 얼마나 돌아다니는지 / 팀웍 중시하는지 알 수 있음

컬럼	설명	추출 여부	설명
match_id	Match_id	O	
game_version	게임 버전	O	



컬렉션 game_date	설명 날짜	출출 여부	설명
game_tier	게임 티어	O	
championName	챔피언 이름	O	
position	포지션	O	
win	승리 여부	O	
versus	상대 챔피언	O	
my_collect_date	내가 수집한 날짜	O	
champLevel	챔피언 레벨	O	
soloKills	솔로킬 횟수	O	
assists	어시스트 수	O	
damagePerMinute	분당 데미지 비율	O	
damageTakenOnTeamPercentage	팀 데미지 비중	O	
enemyJungleMonsterKills	카정해서 먹은 정글몹 수	O	
kda	kda	O	
laneMinionsFirst10Minutes	10분동안 라인 미니언 먹은 수	O	
deaths	죽음..	O	
totalDamageDealtToChampions	챔피언에게 넣은 딜량	O	
killsNearEnemyTurret	상대 타워 근처서 죽인 횟수	O	
alliedJungleMonsterKills	아군 정글몬스터 처치 횟수	X (9/11 예정)	
buffsStolen	버프 뺏은 횟수	X (9/11 예정)	
controlWardsPlaced	설치 제어 와드 수	X (9/11 예정)	
visionScore	시야 점수	X	

## 사용 예정 데이터

 첫 번째 항목 : Challenging / Peaceful

Depth	API col name	Columns	설명	# 가중치
challgens	damagePerMinute	DamagePerMinute	DPM	
challgens	damageTakenOnTeamPercentage	DamageTakenOnTeamPercentage	팀 내 받은 데미지 비중	
challgens	kda	Kda	kda	
challgens	soloKills	SoloKills	솔로킬 횟수	
participants	win	Win	승리 여부(0/1)	
default	game_tier	GameTier	게임 티어 (상위 몇%)	
participants	team_Position	Position	포지션	
challgens	controlWardsPlaced	ControlWard	제어와드 설치 횟수	
participants	visionScore	VisionScore	시야 점수	
challgens	laneMinionsFirst10Minutes	LaneMinions10Min	10분 cs	

- bountyLevel : 현상금 레벨
- deaths (0~inf) && kill(0~inf) ⇒ 판단 여부는 death로 하되 부가적인 설명에 kill수를 이용하자!  
예를 들어서, death 수가 높는데 kill수가 낮으면 “님 개트롤임ㅋㅋ” 이런 설명 제시하고  
death 수가 높는데 kill수도 높으면 “님 적극적으로 플레이하긴하네 ㅍㅍ” 이런 설명 제시하기(?)

- participants[] > challenges

```
// acesBefore15Minutes // 15분 전에 Ace 칭호 (Ace가 상대편 다 죽으면 무조건 받는 칭호이기 때문에 나가기)
// kda => kill && death로 대체
killParticipation // 팀의 전체 킬 수 대비 본인의 수 && 팀원 5명이니까 0.25를 평균으로 잡으면 될듯?
```

- 딜량 / 받은 피해량
- spell
- participants[] > totalDamageDealtToChampions

🔪 두 번째 항목 : Vintage / Trendy

🔍 선택	🇬🇧 영어 이름	🇰🇷 한글 이름	≡ 설명
	제목 없음	전체 매치 데이터 크롤링	<a href="https://www.op.gg/statistics/champions?region=kr">https://www.op.gg/statistics/champions?region=kr</a>
participants	championName	챔피언 이름	챔피언 픽 횟수로 모스트 탐색
	제목 없음		

- 최근 플레이한 20 게임 챔피언을 기준으로
  - 최근 플레이한 20 게임의 챔피언이 전체 챔피언 픽률 분포도에서 상위에 속하는지 하위에 속하는지
- 최근 플레이한 100회의 게임을 추출
- 게임 list에서 participants[i].summonerName==<본인의 소환사명> && participants[i].win==true 인 것들만 추출
- 추출한 게임 list에서 participants[i].gameDuration이 20분 이하면 초반에 끝난 게임의 count를 +1하고, 그렇지 않으면 후반에 끝난 게임의 count를 +1 함
- 초반에 끝난 게임의 비율 =  $\frac{\text{초반에 끝난 게임 수}}{(\text{초반에 끝난 게임 수} + \text{후반에 끝난 게임 수})}$
- 위의 비율이 50% 를 넘으면 Early, 그렇지 않으면 Lately

🔪 세 번째 항목 : Early / Late

- 4-drone, early / late , return of the king

🔍 선택	🇬🇧 영어 이름	🇰🇷 한글 이름	≡ 설명
gameDuration	제목 없음	게임이 진행된 시간	게임 진행 시간이 x분보다 적으면 초반에 이긴 게임으로, 그렇지 않으면 후반에 이긴 게임으로 판정
participants	win	승리 여부	승리 여부에 따라 필터링함
earliestBaron	제목 없음	최초바론 처치 시간	게임 내에서 바론을 처치한 가장 빠른 시간, 어떤 팀이 빠르게 바론 나락을 처치했다면, 그 팀은 게임에서 유리한 위치에 있을 가능성이 높습니다. 따라서 이 정보를 통해 게임 분석가나 리그 오브 레전드 관련 웹사이트에서 팀의 성과와 전략을 판단하는 데 도움을 줄 수 있습니다.
participants	championId		

- assists : 어시스트 횟수
- alliedJungleMonsterKills : 동맹 정글 몬스터 처치 횟수
- Pings: 팀원과 의사소통하려는 핑 찍은 횟수?

```
onMyWayPings // 가고있음
needVisionPings // 시야 필요
holdPings // 수비 핑
getBackPings // v 소리나는 백핑
enemyVisionPings // 적 와드 핑
enemyMissingPings // 물음표핑 / 적이 사라짐
visionClearedPings //
dangerPings // 느낌표 / 위험핑
commandPings //
allInPings // 총공격 핑
assistMePings // 지원요청핑
baitPings // 낚시 핑
basicPings // G or Ctrl 누르면 찍히는 일반 핑
```

## 🗡 네 번째 항목 : Destructor / Killer

🔍 선택	🇬🇧 영어 이름	🇰🇷 한글 이름	≡ 설명
	제목 없음		
	제목 없음		

- participants[] > timeCCingOthers ⇒ 상대에게 CC기를 건 총 시간
- participants[] > magicDamageDealtToChampions
- participants[] > physicalDamageDealtToChampions
- participants[] > trueDamageDealtToChampions
- participants[] > totalDamageDealtToChampions

- teamPosition의 UTILITY는 서폿!
- role의 SUPPORT는 완전히 다른 개념

### ▼ 지 선생의 해설

#### 라이엇 API 중 match 정보에서 role의 값을 알려줘

라이엇 API에서 매치 정보 중 "role" 키 값은 해당 매치에서 플레이어의 역할을 나타내는 정보입니다. "role" 키 값은 다음과 같이 여러 가지 가능한 값 중 하나일 수 있습니다.

1. "DUO\_SUPPORT": 이 플레이어가 해당 매치에서 서폿 역할을 한 경우입니다.
2. "DUO\_CARRY": 이 플레이어가 해당 매치에서 AD 캐리 역할을 한 경우입니다.
3. "SOLO": 이 플레이어가 해당 매치에서 솔로 레인 (일반적으로 탑 또는 미드) 역할을 한 경우입니다.
4. "NONE": 역할 정보를 식별할 수 없는 경우입니다.

#### role이 DUO로만 뜨는 경우는 뭐야?

"role"이 "DUO"로만 표시되는 경우에는 해당 매치에서 플레이어의 역할이 더 구체적으로 식별되지 않았거나, 플레이어가 서폿 또는 AD 캐리 역할 중 어느 한 가지만 수행하지 않았을 때 나타날 수 있습니다.

일반적으로 "DUO\_SUPPORT" 및 "DUO\_CARRY"와 함께 "role"은 양 팀의 AD 캐리 및 서폿 역할을 식별하기 위해 사용됩니다. 그러나 모든 매치에서 모든 플레이어가 역할을 명확하게 수

행하지는 않을 수 있으며, 이런 경우 "role"이 단순히 "DUO"로 표시될 수 있습니다. 이러한 경우에는 "role" 정보만으로는 어떤 역할을 수행했는지 명확히 알 수 없으며, 추가적인 정보나 다른 필드를 확인하여 역할을 더 자세히 식별해야 할 수 있습니다. "lane" 필드 또는 특정 아이템 구매 기록과 같은 다른 정보들을 고려하여 역할을 판단할 수 있습니다.

#### 포지션이 TOP인데 role이 DUO인 경우는 뭐야?

포지션이 "TOP"인데 "role"이 "DUO"인 경우는 일반적으로 레인 스왑 또는 게임 내 역할 분배가 예상과 다른 경우입니다. 이러한 상황은 주로 플레이어나 팀이 게임 시작 시 전략적으로 레인을 바꾸거나 다른 역할을 수행하기로 결정했을 때 발생할 수 있습니다. 예를 들어, 게임 시작 시에는 플레이어가 "TOP" 레인에 배치되었지만 게임이 진행되면서 다른 레인으로 이동하여 다른 역할을 수행할 수 있습니다.

이런 경우에는 "role" 정보만으로는 플레이어가 실제로 어떤 역할을 수행하고 있는지를 명확히 알기 어렵습니다. 따라서 다른 게임 정보, 특히 플레이어의 플레이 스타일이나 아이템 빌드와 같은 추가 정보를 확인하여 역할을 더 자세히 식별해야 할 것입니다.

이러한 상황은 경기 동안 발생할 수 있는 전략적인 결정에 따라 다양하며, 게임 데이터를 분석하거나 리플레이를 시청하여 플레이어의 행동과 역할을 더 정확하게 이해할 수 있습니다.