* Description: Disco Bot (Name pending)
* Libraries required:
  + Cassiopeia – Wrapper for Riot API, Datadragon, and Champion.gg API
  + Discord.py – Wrapper for Discord API
* Notes:
  + Have a standardized format for everything.
  + Have naming conventions stick.
* Cogs:
  + LoL – Things about LoL
    - Get player and game info.
    - Get static data info.
    - Get statisics.
* Commands:
  + Player – Given a player name, get some info.
    - Inputs: name region
      * Name – Required. String.
      * Region – Optional. String. Default: na1.
    - Data:
      * Player Name
      * Player Icon
      * Player Level
      * Recent Matchlist
      * Top 5 Masteries
      * OP.GG URL
      * Match History URL
    - Exceptions:
      * Name not given.
      * Invalid Region.
      * Player name not found.
    - Specials:
      * No recent matches found => Do not list.
      * Less than 5 masteries found => List only those, or do not list.
  + Matchlist – Given a player name, get recent matchlist
    - Inputs: name region amount
      * Name – Required. String.
      * Region – Optional. String. Default: na1.
      * Amount – Optional. Integer. Default: 10. Bounds: 1 – 20.
    - Data:
      * Recent matches.
      * Match Id
      * Match Season
      * Match Queue
      * Victory/Defeat
      * Player KDA
      * Player CS, Vision
      * OP.GG URL
      * Match History URL
    - Exceptions:
      * Name not given.
      * Invalid Region.
      * Invalid Amount.
      * Player name not found.
      * Matches not found.
    - Specials:
      * Less than 20 recent matches => List only those.
  + Match – Given a player name and a match index, or just a match id, get match details.
    - Inputs: (name index || id) region
      * Name – Required. String.
      * Index – Required. Integer. Bounds: 1+
      * Id – Required. Long Integer.
      * Region – Optional. String. Default: na1.
    - Data:
      * Match Id
      * Match Season
      * Match Queue
      * Teams:
        + Victory/Defeat
        + Collective KDA
        + Collective Gold
        + Objectives Secured
        + Players – Champion
        + Bans
      * Players:
        + Name
        + Champion
        + Summoner Spells
        + KDA
        + CS, Monsters
        + Gold
        + Vision
        + CC
        + Damage Stats
        + Objectives Secured
        + Other Stats
        + Runes:

Rune Name

Rune Style

Variables, Values

* + - * + OP.GG URL
      * Match History URL
    - Exceptions:
      * Name not given.
      * Index not given.
      * Id not given.
      * Invalid region.
      * Invalid index.
      * Id not found.
      * Player not found.
      * No matches for player.
      * Index too high.
      * Timeline not found.
    - Specials:
      * None
  + Timeline
    - Inputs: (name index || id) region
      * Name – Required. String.
      * Index – Required. Integer. Bounds: 1+
      * Id – Required. Long Integer.
      * Region – Optional. String. Default: na1.
    - Data:
      * Match ID
      * Match Season
      * Match Queue
      * Events:
        + Time stamp
        + Event description
        + Killed by
        + Assisted by
      * Match History URL
  + Buildorder
    - Inputs: (name index || name id) region
      * Name – Required. String.
      * Index – Required. Integer. Bounds: 1+
      * Id – Required. Long Integer.
      * Region – Optional. String. Default: na1.
    - Data:
      * Name, Champion
      * Match ID
      * Match Season
      * Match Queue
      * Events:
        + Time stamp
        + Event description
      * Match History URL
    - Exceptions:
      * Name not given.
      * Index not given.
      * Id not given.
      * Invalid region.
      * Invalid index.
      * Id not found.
      * Player not found.
      * No matches for player.
      * Index too high.
      * Timeline not found.
    - Specials:
      * None
  + Spectate
    - Inputs: name region
      * Name – Required. String.
      * Region – Optional. String. Default: na1.
    - Data:
      * Match ID, Season, Queue
      * Encryption Key
      * Players -> Champions per Team
  + Featured
    - Inputs: region
  + Masteries
    - Inputs: name [region, amount, order]
  + Mastery
    - Inputs: name champion [region]
  + Challengers
    - Inputs: queue [region, amount, order]
  + Masters
    - Inputs: queue [region, amount, order
  + Status
    - Inputs: [region]
    - If region is None, get ALL status.
  + Champion
    - Inputs: name || id [lore, tips, splash arts]
  + Skins
    - Inputs: name || id
  + Lore
    - Inputs: name || id
  + Tips
    - Inputs: name || id
  + Icon
    - Inputs: [id]
    - If id is None, get RANDOM one.
  + Emote
    - Inputs: [id]
    - If id is None, get RANDOM one.
  + Item
    - Inputs: name || id
  + Spell
    - Inputs: name || id
  + Rune
    - Inputs: name || id
  + Tree
    - Inputs: name || id
  + Stats
    - Inputs: name || id [rankings, normalized, min-max] [elo]
  + Rankings
    - Inputs: name || id [elo]
  + Build
    - Inputs: name || id [elo]
  + Top
    - Inputs: role [elo]
  + Matchup
    - Inputs: name name [elo]
  + Counters
    - Inputs: name role [elo]
  + Bravery
    - Inputs: None
  + Firstmatch – Get the first match details where champion was played or item was built
    - Inputs: name champion || item [region]