* 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.
* Commands:
* Notes:
  + Focus on presentation.
  + Combine commands so they are less specific. Like timeline + build order.
  + Important Commands only:
    - Summoner/Player/Profile
      * Given a player name and a region.
      * Get level, recent game overview, top champions, ranked stats, and live game info.
      * lol summoner|player|profile <name> [<region>]
    - Live/Spectate/Current
      * Given a player name and a region.
      * Get queue, duration, player names, previous ranks, champion played, champion mastery, runes, and bans.
      * lol live|spectate|current <name> [<region>]
    - Match/Game
      * Given a player name, a region, and an index.
      * Get season, queue, duration, team stats, bans, player names, previous ranks, champion played, masteries, runes, items, and stats.
      * lol match|game <name> <index> [<region>]
    - Matches/Matchlist/Recent
      * Given a player name and a region.
      * Get up to 20 most recent games, including queue, victory, champion played, role, overview stats, and runes.
      * lol matches|matchlist|recent <name> [<region>]
    - Timeline/Events
      * Given a player name, a region, and an index.
      * Get event info, including time stamp, event, killers, victims, assists, items bought/sold/used, and so on.
      * lol timeline|events <name> <index> [<region>] [-i|items]
    - Mastery/Masteries
      * Given a player name, a champion name, a number of entries, and sorting order.
      * Get masteries, including name, mastery points, level, chest received, points til level up, and tokens received
      * lol mastery <name> [<champion>] [<region>] [-a|amount=<amount>] [-asc|ascending]
    - Champion/Skins/Lore/Tips
      * Given a champion name, and a set of option flags.
      * Get champion info, including name, stats, stat growths, spells, lore, splash arts, and tips.
      * lol champion <name> [-a|art] [-l|lore] [-t|tips]
    - Counters
      * Given a champion name and a lane.
      * Get a list of champion counters, including name, and winrate vs.
      * lol counter <name> <lane> [-a|amount=<amount>]
    - Top/Best
      * Given a lane/role.
      * Get a list of champions that are the best, including name, winrate.
      * lol top|best <name> <lane> [-a|amount=<amount>]
    - Champion Stats/Ranks
      * Given a champion name and a lane.
      * Get champion stats, including stats, and ranks.
      * lol stats <name> <lane> [-r|rankings]
    - Items
      * Given an item name.
      * Get item info, including name, description, and gold, build paths, and maps available.
      * lol item <name>
    - Summoner Spells
      * Given a spell name.
      * Get spell info, including name, description, cooldown, and maps available.
      * lol spell <name>
    - Runes
      * Given a rune name.
      * Get rune info, including name, description, tree, and tier.
      * lol rune <name>
    - Icon/Emote
      * Given an icon/emote id (or none at all)
      * Get an image url to the icon/emote
      * lol icon|emote [<id>]
    - Status
      * Given a region (or none at all)
      * Get status of all of its shards, including store, game, client, and website
      * lol status [<region>]
    - Challengers/Masters
      * Given a queue and a region
      * Get a list of best players in challenger or master, including name, lp, win/loss.
      * lol challengers|masters <queue> [<region>]
    - Build
      * Given a champion name and a lane.
      * Get best build for champion, including items, runes, spells, skill order.
      * lol build <name> <lane>
    - Bravery
      * Given a set of option flags.
      * Get a random champion with a random build and a random lane.
        + lol bravery