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# Player

1.0.0 OAS3

Player

## Servers

<https://lol-stats.de/api>

## player



GET

/players/{player}



Get statistics for the players dashboard

### Parameters

[Try it out](#)

Name

Description

**player** \* required

string

(path)

### Responses

Code

Description

Links

200

Sucessfully returned statistics

No links

Media type

Code	Description	Links
	<div><div>application/json</div><div><div>Controls Accept header.</div><div>Example Value</div><div>Schema</div></div></div>	
	<div><div><div><div>Player</div><div>{</div><div><div>id</div><div>number</div></div><div><div>icon_path</div><div>string</div></div><div><div>name</div><div>string</div></div><div><div>avatar</div><div>string</div></div><div><div>path</div><div></div></div><div><div>win_rate</div><div>number</div></div><div><div>rank</div><div><div>Rank</div><div>{</div><div><div>rank</div><div>string</div></div><div><div>tier</div><div>number</div></div><div><div>league_points</div><div>number</div></div><div><div>}</div><div></div></div><div><div>most_played</div><div><div>[</div><div><div>{</div><div><div>champion_id</div><div><div>ChampionID</div><div>number</div></div><div><div>Same ID as in the Riot API</div></div><div><div>rank</div><div>number</div></div><div><div>}</div><div></div></div><div><div>]]</div><div></div></div><div><div>}</div><div></div></div></div></div></div></div></div></div></div></div></div>	
404	Player not found or no games played	No links

GET

/players/{player}/recent-games

Parameters

Try it out

Name	Description
<div>player * required</div> <div>string</div> <div>(path)</div>	<div>player</div>

## Responses

Code	Description	Links
200	Recent Games of the player	No links
<div>Media type</div> <div><b>application/json</b></div> <div>Controls Accept header.</div>		
<div>Example Value</div> <div>Schema</div>		
<pre>[<b>Game</b> {   match_id      string   victorious_team string   ally_team      Enum:     [ red, blue ]   Team [ {     champion {       name      string       icon_path string     }     player {       id      number       name    string     }     player_stats [ {       name      string       value     number     }]     achievements [ {       name      string       value     number     }]   }]   enemy_team   duration    number     Duration in seconds   timestamp   string(\$date-time)     Timestamp when the game was played }]</pre>		

GET

/players/{player}/achievements

Compare the players achievements with others

Parameters

Try it out

Name	Description
<div><div>player * required</div><div>string</div><div>(path)</div></div>	<div>player</div>
<div><div>players * required</div><div>array[string]</div><div>(query)</div></div>	
<div><div>champion</div><div>number</div><div>(query)</div></div>	<div>champion</div>

Responses

Code	Description	Links
200	<div><div>Sucess</div><div><div>Media type</div><div><div>application/json</div></div><div>Controls Accept header.</div><div><div>Example Value</div><div>Schema</div></div></div></div>	No links

Code	Description	Links
Schemas	<div><div>[Achievement</div><div><div>name</div><div>type</div></div><div><div>string</div><div>string</div><div>example: kills</div><div>type to allow ordering in tabs</div></div></div>	^
	Game	↶
	Average per game	
	ChampionID	↶
	Team	↶
	Player	↶
	Achievement	↶
	Rank	↶