Swagger Editor https://editor.swagger.io/



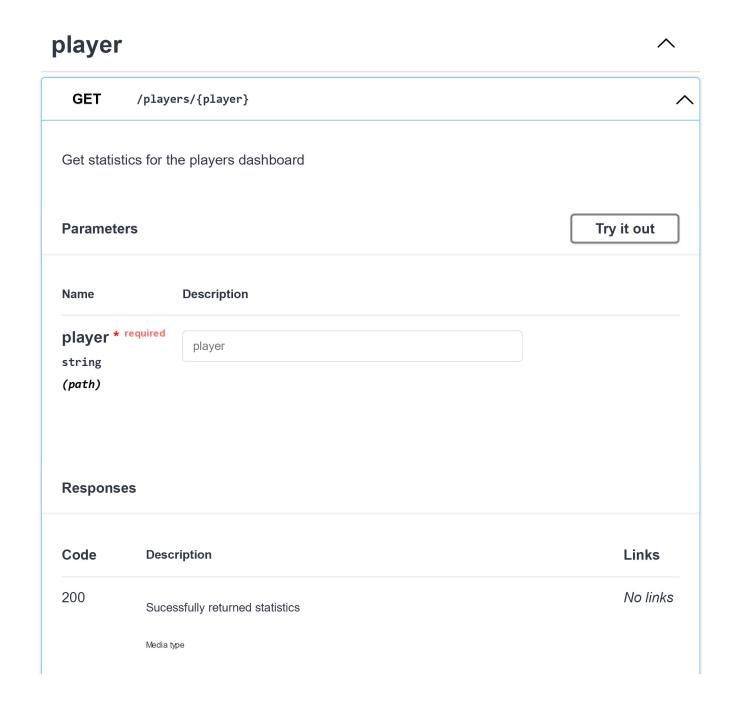
File ▼ Edit ▼ Insert ▼ Generate Server ▼ Generate Client ▼

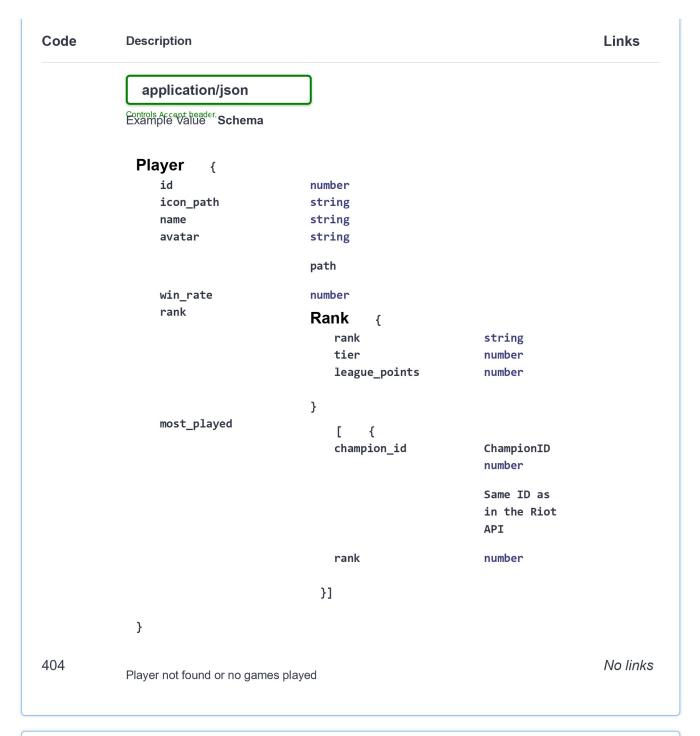
Player 1.0.0 OAS3

Player

Servers

https://lol-stats.de/api







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Responses

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

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