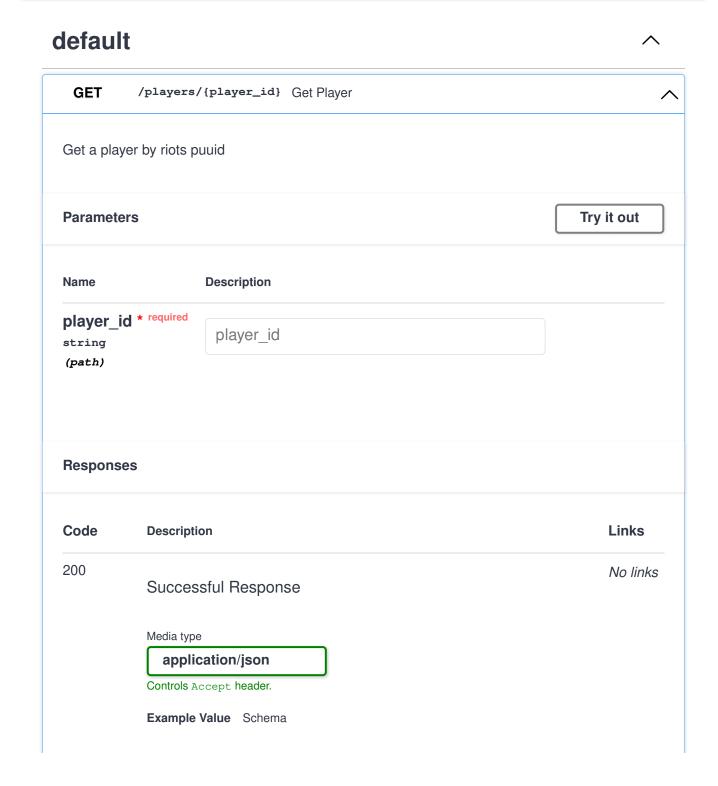
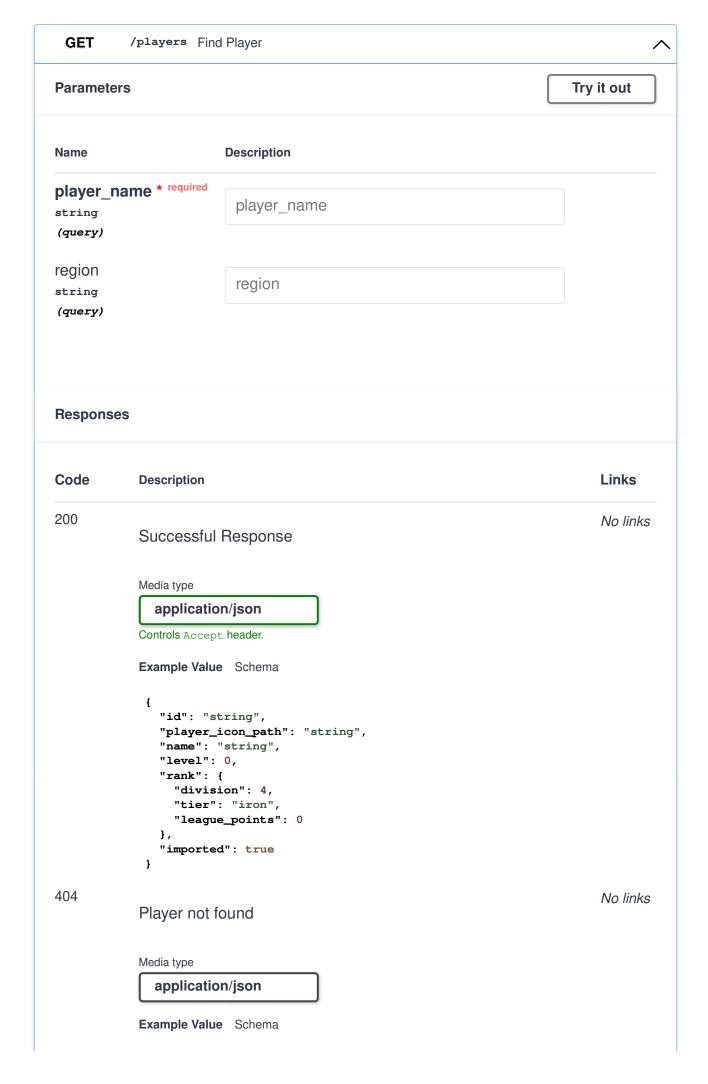
Player API 1.0.0 OAS3

/openapi.json

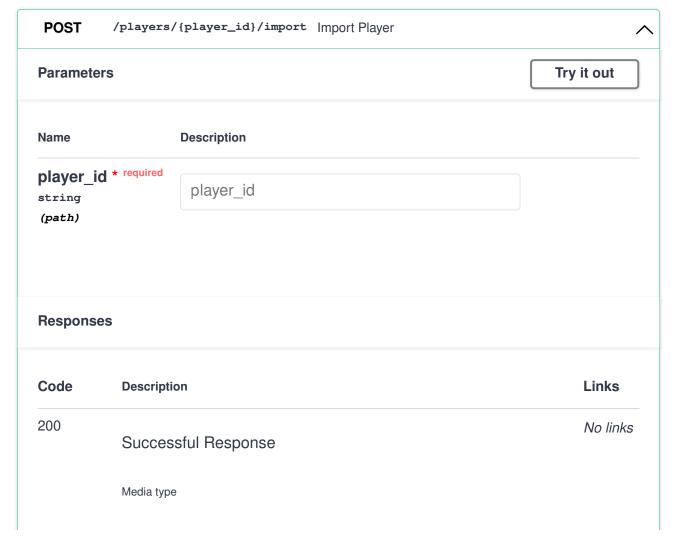
Servers
https://lol-stats.de/api



```
Links
Code
            Description
               "id": "string",
               "player_icon_path": "string",
               "name": "string",
               "win_rate": 100,
               "level": 0,
               "rank": {
                 "division": 4,
                 "tier": "iron",
                 "league_points": 0
               },
               "most_played": [
                   "champion_id": 0,
                   "champion_name": "string",
                   "icon_path": "string",
                   "games": 0,
                   "win_rate": 100
                 }
               ],
               "imported": true
404
                                                                                 No links
            Player not found
            Media type
              application/json
            Example Value Schema
               "detail": "string"
422
                                                                                 No links
            Validation Error
            Media type
              application/json
            Example Value Schema
               "detail": [
                 {
                   "loc": [
                     "string",
                   "msg": "string",
                   "type": "string"
                 }
               ]
```



```
Code
                                                                                  Links
            Description
               "detail": "string"
422
                                                                                  No links
            Validation Error
            Media type
               application/json
            Example Value Schema
               "detail": [
                    "loc": [
                      "string",
                    "msg": "string",
                    "type": "string"
               ]
             }
```



```
Links
Code
            Description
               application/json
            Example vatue in eachema
                "imported_games": 0,
               "total_games": 0,
               "imported": true,
               "import_state": "PENDING",
                "percentage": 0
             }
404
                                                                                   No links
            Player not found
            Media type
               application/json
            Example Value Schema
                "detail": "string"
422
                                                                                   No links
            Validation Error
            Media type
               application/json
            Example Value Schema
                "detail": [
                    "loc": [
                      "string",
                    "msg": "string",
                    "type": "string"
                  }
               ]
             }
```

```
GET /players/{player_id}/recent-games Recent Games

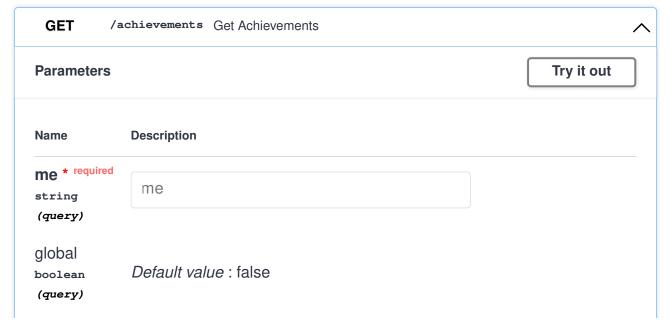
Parameters

Try it out

Name Description
```

```
Name
                     Description
player_id * required
                       player_id
string
(path)
start_before
                       start_before
string($date-time)
(query)
limit
                     Default value: 5
integer
(query)
                       5
Responses
                                                                                 Links
Code
            Description
200
                                                                                 No links
            Successful Response
            Media type
               application/json
            Controls Accept header.
            Example Value Schema
               "items": [
                 {
                    "match_id": "string",
                    "victorious_team": "red",
                    "ally_team": [
                      {
                        "champion": {
                          "name": "string",
                          "icon_path": "string"
                        },
                        "player": {
                          "id": "string",
                          "name": "string"
                        },
                        "stats": {
                          "kills": 0,
                          "deaths": 0,
                          "assists": 0,
                          "creep_score": 0
                        },
                        "team": "red",
                        "lane": "string"
                      }
```

```
Links
Code
            Description
                    "enemy_team": [
                      {
404
                                                                                  No links
            Player not found
            Media type
               application/json
            Example Value Schema
                "detail": "string"
422
                                                                                  No links
            Validation Error
            Media type
               application/json
            Example Value Schema
                "detail": [
                    "loc": [
                      "string",
                    "msg": "string",
                    "type": "string"
               ]
             }
```



Name	Description	
	false	
competitors boolean (query)	Default value : false	
	false	
competitor string (query)	competitor	
rank (query)	rank	
champion string (query)	champion	
Responses		
Code	Description	l inke
	<u> </u>	Links
200	<u> </u>	Links No links
200	Successful Response Media type application/json Controls Accept header.	
200	Successful Response Media type application/json Controls Accept header. Example Value Schema { "items": [{ "category": "string", "achievements": [
200	Successful Response Media type application/json Controls Accept header. Example Value Schema { "items": [

```
Links
Code
            Description
                             "value": 0,
                             "compare": "BETTER"
                        },
                        "other": {
                          "max": {
                            "value": 0,
                            "compare": "BETTER"
204
                                                                                  No links
            Filter didn't match any challenges
422
                                                                                  No links
            Validation Error
            Media type
               application/json
            Example Value Schema
                "detail": [
                    "loc": [
                      "string",
                    "msg": "string",
                    "type": "string"
               1
             }
```

```
GET
           /achievements/leaderboards Get Leaderboards
Parameters
                                                                            Try it out
              Description
Name
challenges
              Default value: 3
integer
(query)
               3
players
              Default value: 5
integer
(query)
               5
```

```
Responses
 Code
                                                                                 Links
             Description
 200
                                                                                 No links
             Successful Response
             Media type
                application/json
             Controls Accept header.
             Example Value Schema
                "challenges": [
                     "name": "string",
                     "players": [
                         "id": "string",
                         "name": "string",
                         "player_icon_path": "string",
                         "value": 0
                    1
                  }
                ]
              }
 204
                                                                                 No links
             Filter didn't match any challenges
 422
                                                                                 No links
             Validation Error
Schemas
             Media type
             application/json
    Achievement
        fav*
                             boolean
                             title: Fav
                             string
        name*
                             title: Name
       description*
                             string
                             title: Description
        you*
                             AchievementStats
                                                     {...}
        other*
                             AchievementStats
    }
```

```
AchievementCategory
   category*
                      string
                      title: Category
   achievements*
                      Achievements
                                      [...]
}
AchievementStat {
   value*
                      number
                      title: Value
   compare*
                      Comparison string
                      title: Comparison
                      An enumeration.
                      Enum:
                         Array [ 3 ]
}
AchievementStats
   max*
                      AchievementStat
                                          {...}
   total*
                      AchievementStat
                                          {...}
   avg*
                      AchievementStat
                                          {...}
}
Achievements
   items*
                      Items
                             [...]
}
```

```
BasicPlayer
   id*
                      string
                      title: Id
   player_icon_path* string
                      title: Player Icon Path
   name*
                       string
                       title: Name
   level*
                       integer
                       title: Level
   rank
                       Rank
                             {...}
   imported*
                      boolean
                       title: Imported
}
Challenge {
   name*
                       string
                       title: Name
   players*
                       Players
                                [...]
Champion
   name*
                      string
                      title: Name
   icon_path*
                      string
                      title: Icon Path
}
Comparison
                string
title: Comparison
An enumeration.
Enum:
   Array [ 3 ]
ExceptionMessage
   detail*
                       string
                       title: Detail
}
```

```
Game
   match_id*
                      string
                      title: Match Id
                      TeamSide string
   victorious_team*
                      title: TeamSide
                      An enumeration.
                      Enum:
                          Array [ 2 ]
   ally_team*
                      Ally Team
                                  [...]
   enemy_team*
                      Enemy Team
                                     [...]
   self*
                       TeamMember {...}
   win*
                      boolean
                      title: Win
   duration*
                      integer
                      title: Duration
   timestamp*
                      string($date-time)
                      title: Timestamp
}
GamePlayer {
                      string
                      title: Id
   name*
                      string
                      title: Name
}
HTTPValidationError
   detail
                       Detail [...]
}
```

```
ImportProgress
   imported_games*
                        integer
                       title: Imported Games
                       integer
   total_games*
                       title: Total Games
   imported*
                       boolean
                        title: Imported
   import_state*
                       ImportState string
                        title: ImportState
                       An enumeration.
                        Enum:
                           Array [ 4 ]
   percentage*
                       integer
                        title: Percentage
}
ImportState
title: ImportState
An enumeration.
Enum:
   Array [ 4 ]
LeaderboardPlayer
   id*
                        string
                       title: Id
   name*
                       string
                       title: Name
   player_icon_path*
                       string
                       title: Player Icon Path
   value*
                       number
                       title: Value
}
Leaderboards
   challenges*
                        Challenges
                                       [...]
}
```

```
MostPlayed
   champion_id*
                        integer
                        title: Champion Id
   champion_name*
                        string
                        title: Champion Name
                        string
   icon_path*
                        title: Icon Path
   games*
                        integer
                        title: Games
   win_rate*
                        integer
                        title: Win Rate
                        maximum: 100
                        minimum: 0
}
Page[Game]
   items*
                        Items
                                [...]
   next*
                        string
                        title: Next
}
Player
   description:
                        Optional fields are only None, when player is not
                        imported yet, but exists.
   id*
                        string
                        title: Id
   player_icon_path*
                        string
                        title: Player Icon Path
   name*
                        string
                        title: Name
   win_rate
                        integer
                        title: Win Rate
                        maximum: 100
                        minimum: 0
   level*
                        integer
                        title: Level
   rank
                        Rank
                                 {...}
   most_played
                        Most Played
                                         [...]
   imported*
                        boolean
                        title: Imported
}
```

```
PlayerStats
   kills*
                       integer
                       title: Kills
   deaths*
                       integer
                       title: Deaths
   assists*
                       integer
                       title: Assists
   creep_score*
                       integer
                       title: Creep Score
}
Rank
   division*
                       integer
                       title: Division
                       maximum: 4
                       minimum: 1
   tier*
                       TierEnum string
                       title: TierEnum
                       An enumeration.
                       Enum:
                           Array [ 10 ]
   league_points*
                       integer
                       title: League Points
                       minimum: 0
}
TeamMember
   champion*
                       Champion {...}
   player*
                       GamePlayer {...}
   stats*
                       PlayerStats
                                       {...}
                       TeamSide string
   team*
                       title: TeamSide
                       An enumeration.
                       Enum:
                           Array [ 2 ]
                       string
   lane*
                       title: Lane
}
```

```
TeamSide string
title: TeamSide
An enumeration.
Enum:
  Array [ 2 ]
TierEnum string
title: TierEnum
An enumeration.
Enum:
  Array [ 10 ]
ValidationError {
                    Location [...]
  msg*
                     string
                     title: Message
  type*
                     string
                     title: Error Type
}
```