

Player API

1.0.0 OAS3

</openapi.json>

Servers

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

default

**GET** `/players/{player_id}` Get Player

Get a player by riots puuid

Parameters

[Try it out](#)

Name

Description

player_id * required

string

(path)

Responses

Code

Description

Links

200

Successful Response

No links

Media type

[application/json](#)

Controls Accept header.

Example Value Schema

Code	Description	Links
	<pre>{ "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 }</pre>	
404	<p>Player not found</p> <p>Media type</p> <div>application/json</div> <p>Example Value Schema</p> <pre>{ "detail": "string" }</pre>	No links
422	<p>Validation Error</p> <p>Media type</p> <div>application/json</div> <p>Example Value Schema</p> <pre>{ "detail": [{ "loc": ["string", 0], "msg": "string", "type": "string" }] }</pre>	No links

GET `/players` Find Player ⌵

Parameters Try it out

Name	Description
player_name * required string (query)	<input type="text" value="player_name"/>
region string (query)	<input type="text" value="region"/>

Responses

Code	Description	Links
200	<p>Successful Response</p> <p>Media type</p> <div>application/json</div> <p>Controls Accept header.</p> <p>Example Value Schema</p> <pre>{ "id": "string", "player_icon_path": "string", "name": "string", "level": 0, "rank": { "division": 4, "tier": "iron", "league_points": 0 }, "imported": true}</pre>	No links
404	<p>Player not found</p> <p>Media type</p> <div>application/json</div> <p>Example Value Schema</p>	No links

Code	Description	Links
422	<pre>{ "detail": "string"} Validation Error</pre> <p>Media type</p> <div>application/json</div> <p>Example Value Schema</p> <pre>{ "detail": [{ "loc": ["string", 0], "msg": "string", "type": "string" }]}</pre>	No links

POST

/players/{player_id}/import

Import Player

⌵

Parameters

Try it out

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

Responses

Code	Description	Links
200	Successful Response	No links

Media type

Code	Description	Links
	<div><div>application/json</div><div>Controls Accept header</div><div>Example Value Schema</div><div><pre>{ "imported_games": 0, "total_games": 0, "imported": true, "import_state": "PENDING", "percentage": 0}</pre></div></div>	
404	<p>Player not found</p> <p>Media type</p> <div><div>application/json</div><div>Example Value Schema</div><div><pre>{ "detail": "string"}</pre></div></div>	No links
422	<p>Validation Error</p> <p>Media type</p> <div><div>application/json</div><div>Example Value Schema</div><div><pre>{ "detail": [{ "loc": ["string", 0], "msg": "string", "type": "string" }]}</pre></div></div>	No links

GET	/players/{player_id}/recent-games	Recent Games	⌵
Parameters		Try it out	
Name	Description		

Name	Description
------	-------------

player_id * required

string
(path)

player_id

start_before

string(\$date-time)
(query)

start_before

limit

integer
(query)

Default value : 5

5

Responses

Code	Description	Links
------	-------------	-------

200

Successful Response

No links

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"
        }
      ]
    }
  ]
}
```

Code	Description	Links
404	<pre>], "enemy_team": [{ Player not found</pre> <p>Media type</p> <div>application/json</div> <p>Example Value Schema</p> <pre>{ "detail": "string" }</pre>	No links
422	<p>Validation Error</p> <p>Media type</p> <div>application/json</div> <p>Example Value Schema</p> <pre>{ "detail": [{ "loc": ["string", 0], "msg": "string", "type": "string" }] }</pre>	No links

GET /achievements Get Achievements		
Parameters		Try it out
Name	Description	
me * required		
string (query)	<input type="text" value="me"/>	
global boolean (query)	Default value : false	

Name	Description
------	-------------

competitors

boolean

Default value : false

(query)

competitor

string

(query)

rank

(query)

champion

string

(query)

Responses

Code	Description	Links
------	-------------	-------

200

Successful Response

No links

Media type

Controls Accept header.

Example Value Schema

```
{
  "items": [
    {
      "category": "string",
      "achievements": [
        {
          "fav": true,
          "name": "string",
          "description": "string",
          "you": {
            "max": {
              "value": 0,
              "compare": "BETTER"
            },
            "total": {
              "value": 0,
              "compare": "BETTER"
            },
            "avg": {
```


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

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

Responses

Code	Description	Links
200	Successful Response	No links
	<div>Media type</div> <div>application/json</div> <div>Controls Accept header.</div> <div>Example Value Schema</div> <div><pre>{ "challenges": [{ "name": "string", "players": [{ "id": "string", "name": "string", "player_icon_path": "string", "value": 0 }] }] }</pre></div>	
204	Filter didn't match any challenges	No links
422	Validation Error	No links

Schemas

	Media type	
	application/json	
Achievement	{	
fav*	boolean	
	title: Fav	
name*	string	
	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
  victorious_team* TeamSide string
                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 {
  id*      string
          title: Id
  name*    string
          title: Name
}
```

```
HTTPValidationError {
  detail      Detail    [...]
}
```

```
ImportProgress {  
  imported_games* integer  
    title: Imported Games  
  total_games* integer  
    title: Total Games  
  imported* boolean  
    title: Imported  
  import_state* ImportState string  
    title: ImportState  
  
  An enumeration.  
  
  Enum:  
  
    Array [ 4 ]  
  percentage* integer  
    title: Percentage  
  
}
```

```
ImportState string  
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
  icon_path* string
    title: Icon Path
  games* integer
    title: Games
  win_rate* integer
    title: Win Rate
    maximum: 100
    minimum: 0
}
```

```
Page[Game] {
  items* Items [...]
    string
    title: Next
  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 {...}
  team*        TeamSide string
               title: TeamSide

               An enumeration.

               Enum:

               Array [ 2 ]
  lane*        string
               title: Lane
}
```


TeamSide `string`*title: TeamSide*

An enumeration.

Enum:

Array [2]

TierEnum `string`*title: TierEnum*

An enumeration.

Enum:

Array [10]

ValidationError {*loc***msg***type****Location** [...]`string`*title: Message*`string`*title: Error Type*

}