Collected Knowledge & Wisdom on

speedrun.com API

Provides:

This API provides...
- Data fetched from the website https://speedrun.com, such as:
  - The "runs" of players, which contain stuff that may pertain to them, like:
    - The date the run was done on
    - The comment the runner left on their run
    - Who ran the game
    - Links of video evidence (YouTube, Twitch, etc.)
    - A lot more!
  - The "categories" of runs
    - Usually by completion status, like "full" or "minimum necessary"
  - The leaderboards of games done in a certain category
  - Data about the games
    - Release date
    - Developer name
    - Leaderboard link
    - Name in multiple languages, specially for Mario Titles, which have the Japanese name in UTF-8
  - Information on individual users
    - Runs
    - Media (twitch, YouTube, etc.)
    - Personal records
- Documentation found at https://github.com/speedruncomorg/api/tree/master/version1

Key Provisioning: **Pain factor** (*0=ezpz...5=nightmare*): _3_

- Many parts of the API are related in some way to one another. For example, if you ask for a run, the JSON object contains a "game" key whose value is the ID of the game. You can then query the API for the JSON of the game using that ID, something like this (pseudocode):
  ```
  http.request("https://www.speedrun.com/api/v1/games/${gameID}");
  ```

Quotas:

- Haven't found official quotas, but it does block you from querying the API if you access it too much for a few minutes. Shouldn't be an issue unless you repeatedly call a method requesting data from the API.

The Good:

- This API requires nothing from you to use it. If I give you a link to a page on the API, you should see the exact same thing I do.

- You can "embed" the JSON from other parts of the API into one part of the API to save yourself from querying 2 things. For example, the aforementioned ID in a run is replaced with the JSON of the game of that ID if you embed games. This cuts down on network requests (which slow your app down).

The Bad:

- Some games are extremely complicated. In those special cases, your typical code for parsing the JSON may not work as expected (specifically, an issue I've run into is when I try querying the leaderboards of a game of a category via a link provided in the game JSON, I get nothing because the game isn't split into "categories" but rather "levels". You *could* just not use it though.

The Ugly:

- You'll have to paste all the JSON from a page into a JSON formatter or install an extension (the one Kiran linked in the QAF is pretty good) to be able to read it in any reasonable way. They don't believe in using whitespace.

Location: https://www.speedrun.com/api/v1

Accurate as of (last update):   2019-11-08
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