

Command	Resource	Input Example	Output Example	API Function
GET	/players/		{"players": [{"acc_id": 48721844, "wins": 528, "losses": 482, "name": "Liquid fabbbyyy", "lp": 517}, ...], "result": "success"}	get_all_players()
GET	/players/:acc_id		{"wins": 317, "losses": 243, "name": "CHIEF KEITH", "lp": 653, "acc_id": 234873632, "result": "success"}	get_player()
POST	/players/	{"wins": 317, "losses": 243, "name": "CHIEF KEITH", "lp": 653, "acc_id": 234873632}	{"result": "success", "id": 234873632}	set_player()
DELETE	/players/:acc_id		{"result": "success"}	delete_player()
GET	/matches/		{"acc_id0": [{"match0": [{"lane": "TOP", "game_id": 2442, "champion_id": 42, "queue": 224, "role": "DUO_CARRY", "timestamp": 122242}], "match1": [...], ...}, {"acc_id1": [...], "result": "success"}	get_all_matches()
GET	/matches/:acc_id		{"acc_id": acc_id, "matches": [{"lane": "TOP", "game_id": 2442, "champion_id": 42, "queue": 224, "role": "DUO_CARRY", "timestamp": 122242}, ..., {...}], "result": "success"}	get_match()
POST	/matches/:acc_id	{"match_num": 1, "lane": "TOP", "game_id": 2442, "champion_id": 42, "queue": 224, "role": "DUO_CARRY", "timestamp": 122242}	{"result": "success"}	set_match_history()

DELETE	/matches/:acc_id		{"result" : "success"}	delete_match()
GET	/champion/		{"Champions": [{"c_name": "Aatrox", "image": "aatrox.png", ...}, "result" : "success"}	get_all_champions()
GET	/champion/:champ_id		{"c_name": "Aatrox", "image": "aatrox.png", "champ_id" : 266}	get_champion()
POST	/champion/	{"c_name": "Aatrox", "image": "aatrox.png", "champ_id": 266}	{"result": "success"}	set_champion()
DELETE	/champion/:champ_id		{"result": "success"}	delete_champion()
PUT	/reset/		{"result": "success"}	load_players() load_champions() load_match_history()
PUT	/reset/players/:acc_id		{"result": "success"}	load_players()
PUT	/reset/matches/:acc_id		{"result": "success"}	load_champions()
PUT	/reset/champion/:champ_id		{"result": "success"}	load_match_history()