League of Legends API

Description

I will be using the league of legends API instead of any single data set. This API provides information on players and matches of the videogame league of legends. There are 3 main requests to the API that I will be using to get specific data I want.

Types of Requests

There are simply too many different requests available, each of which also provides too many variables to be listed. Here are the format of the requests that are useful to me, and their variables which are also useful to me.

Match IDs from Player
ids   Match IDs referring to matches played by the requested player, from more to least recent

MatchData from Match ID
ParticipantDto
- playerName   Name of player
- champName   Name of character the player is playing
- kills   Number of kills made by a player
- assists   Number of assists made by a player
- deaths   Number of deaths of a player

Source

[Riot Developer Portal](#)