gameId

Unique RIOT ID of the game. Can be used with the Riot Games API.

blueWins

The target column. 1 if the blue team has won, 0 otherwise.

blueWardsPlaced

Number of warding totems placed by the blue team on the map

blueWardsDestroyed

Number of enemy warding totems the blue team has destroyed

blueFirstBlood

First kill of the game. 1 if the blue team did the first kill, 0 otherwise

blueKills

Number of enemies killed by the blue team

blueDeaths

Number of deaths (blue team)

blueAssists

Number of kill assists (blue team)

blueEliteMonsters

Number of elite monsters killed by the blue team (Dragons and Heralds)

blueDragons

Number of dragons killed by the blue team

blueHeralds

Number of heralds killed by the blue team

blueTowersDestroyed

Number of structures destroyed by the blue team (towers...)

blueTotalGold

Blue team total gold

blueAvgLevel

Blue team average champion level

blueTotalExperience

Blue team total experience

blueTotalMinionsKilled

Blue team total minions killed (CS)

blueTotalJungleMinionsKilled

Blue team total jungle monsters killed

blueGoldDiff

Blue team gold difference compared to the enemy team

blueExperienceDiff

Blue team experience difference compared to the enemy team

blueCSPerMin

Blue team CS (minions) per minute

blueGoldPerMin

Blue team gold per minute

redWardsPlaced

Number of warding totems placed by the red team on the map

redWardsDestroyed

Number of enemy warding totems the red team has destroyed

redFirstBlood

First kill of the game. 1 if the red team did the first kill, 0 otherwise

redKills

Number of enemies killed by the red team

redDeaths

Number of deaths (red team)

redAssists

Number of kill assists (red team)

redEliteMonsters

Number of elite monsters killed by the red team (Dragons and Heralds)

redDragons

Number of dragons killed by the red team

redHeralds

Number of heralds killed by the red team

redTowersDestroyed

Number of structures destroyed by the red team (towers...)

redTotalGold

Red team total gold

redAvgLevel

Red team average champion level

redTotalExperience

Red team total experience

redTotalMinionsKilled

Red team total minions killed (CS)

redTotalJungleMinionsKilled

Red team total jungle monsters killed

redGoldDiff

Red team gold difference compared to the enemy team

redExperienceDiff

Red team experience difference compared to the enemy team

redCSPerMin

Red team CS (minions) per minute

redGoldPerMin

Red team gold per minute