# 前瞻分析

最后更新：2019-10-12 15:37更新日志

### 接口描述

此接口用于获取比赛前的前瞻分析数据

### 限制说明

频率限制: 1次/每天

建议更新频率：1次/小时

### 请求说明

接口URL: /data-service/dota/match/prospect?match\_id={比赛ID}

请求方式: GET

返回类型: JSON

### 请求参数

| 参数名称 | 含义 | 说明 | 是否必填 |
| --- | --- | --- | --- |
| match\_id | 比赛ID | string | 是 |

### 返回说明

| 字段 | | | | | 字段类型 | 含义 | 说明 |
| --- | --- | --- | --- | --- | --- | --- | --- |
| match\_id | | | | | string | 比赛ID |  |
| prospect\_data | | | | | list | 前瞻数据 |  |
|  | season | | | | string | 赛季 |  |
| team\_a\_hero\_stat | | | | object | 主队英雄使用情况 |  |
|  | pick | | | list | 选用最多 |  |
|  | hero\_id | | string | 英雄ID |  |
| pick\_count | | string | pick次数 |  |
| win\_count | | string | 胜场 |  |
| win\_rate | | string | 胜率 |  |
| win | | | list | 胜率最高 | 同pick字段 |
| restrain | | | list | 克星英雄 | 同pick字段 |
| combine | | | list | 常用组合 | 同pick字段 |
| team\_b\_hero\_stat | | | | object | 客队英雄使用情况 | 同主队英雄使用情况 |
| team\_a\_player\_stat | | | | object | 主队选手数据 |  |
|  | players | | | list | 选手信息 |  |
|  | player\_id | | string | 选手ID |  |
| player\_name | | string | 名称 |  |
| player\_addr | | string | 别名 |  |
| position | | int | 位置 |  |
| assists | | double | 平均助攻 |  |
| kills | | double | 平均击杀 |  |
| deaths | | double | 平均阵亡 |  |
| gpm | | double | gpm |  |
| last\_hits | | double | 正补 |  |
| denies | | double | 反补 |  |
| gold\_in\_team\_percent | | double | 团队经济占比 |  |
| damage\_gold\_ratio | | double | 经济伤害转化率 |  |
| last\_hits\_gold\_percent | | double | 补刀经济占比 |  |
| farm\_score | | double | 发育得分 |  |
| fight\_rate\_score | | double | 参战得分 |  |
| push\_score | | double | 推进得分 |  |
| survival\_score | | double | 生存得分 |  |
| damage\_score | | double | 输出得分 |  |
| kda\_score | | double | kda |  |
| in\_battle\_ratio | | double | 参战率 |  |
| initiate\_times | | double | 先手次数 |  |
| team\_fight\_damage\_received\_percent | | double | 团战承伤占比 |  |
| laning\_hero\_damage | | double | 对线期对英雄伤害 |  |
| stack\_camp\_count | | double | 屯野数 |  |
| gank\_success\_rate | | double | gank成功率 |  |
| signal\_alert\_deaths | | double | 打信息死亡次数 |  |
| support\_gold | | double | 辅助道具花费金钱 |  |
| ward\_destroy\_times | | double | 排眼数 |  |
| team\_steam\_id | | | long | 战队steamid |  |
| name | | | string | 战队名称 |  |
| team\_b\_player\_stat | | | | object | 客队选手数据 | 同主队选手数据 |
| team\_a\_recent\_matches | | | | object | 主队近期交战记录 |  |
|  | duration | | | double | 比赛持续时间 | 秒 |
| match\_id | | | string | 比赛ID |  |
| battle\_id | | | string | 对局ID |  |
| team\_a | | | object | 主队数据 |  |
|  | first\_blood | | bool | 一血 |  |
| ten\_kills | | bool | 十杀 |  |
| is\_win | | bool | 是否获胜 |  |
| score | | long | 比赛中人头数 |  |
| ten\_kill\_score | | long | 十杀时的人头数 |  |
| players | | list | 该比赛的选手信息 |  |
|  | player\_id | string | 选手ID |  |
| player\_name | string | 选手名称 |  |
| position | int | 位置 |  |
| assists | long | 助攻 |  |
| kills | long | 击杀 |  |
| deaths | long | 死亡 |  |
| gpm | double | 每分钟金钱 |  |
| xpm | double | 每分钟经验 |  |
| hero\_id | string | 使用英雄的ID |  |
| team\_b | | | object | 客队数据 | 同主队数据 |
| team\_b\_recent\_matches | | | | object | 客队近期交战记录 | 同主队近期交战记录 |
| team\_a\_heros\_stat | | | | object | 主队英雄统计数据 |  |
|  | team\_steam\_id | | | string | 战队steamid |  |
| team\_name | | | string | 战队名称 |  |
| hero\_stats | | | list | 英雄统计数据 |  |
|  | hero\_id | | long | 英雄ID |  |
| hero\_name | | string | 英雄名称 |  |
| assists | | double | 场均助攻 |  |
| ban\_times | | long | 禁用次数 |  |
| ban\_win\_rate | | double | 禁用该英雄的队伍的胜率 |  |
| ban\_win\_times | | long | 禁用该英雄的队伍的胜利次数 |  |
| banned\_matches\_count | | long | 被禁场次 |  |
| banned\_win\_count | | long | 被禁的队伍的胜利次数 |  |
| banned\_win\_rate | | double | 被禁的队伍的胜率 |  |
| deaths | | double | 场均死亡 |  |
| duration | | double | 场均时间 |  |
| fight\_against\_lose\_rate | | double | 对抗失败率 |  |
| fight\_against\_lose\_time | | long | 对抗失败次数 |  |
| fight\_against\_matches\_count | | long | 对抗比赛场次 |  |
| gpm | | double | 每分钟金钱 |  |
| xpm | | double | 每分钟经验 |  |
| kda | | double | 场均KDA |  |
| kills | | double | 场均击杀 |  |
| matches\_count | | long | 参赛场次 |  |
| pick\_times | | long | 选用该英雄次数 |  |
| pick\_win\_rate | | double | 选用该英雄队伍胜率 |  |
| pick\_win\_times | | double | 选用该英雄胜队伍利次数 |  |
| support\_money | | double | 助攻获得金钱 |  |
| ten\_kills\_rate | | double | 十杀率 |  |
| total\_assists | | long | 总助攻数 |  |
| total\_deaths | | long | 总死亡数 |  |
| total\_gold | | long | 平均金钱数 |  |
| total\_kills | | long | 总击杀数 |  |
| total\_support\_money | | long | 总助攻获得金钱 |  |
| total\_total\_gold | | long | 总金钱数 |  |
| total\_tower\_damage | | long | 总对塔伤害 |  |
| tower\_damage | | double | 平均对塔伤害 |  |
| win\_count | | long | 胜利场数 |  |
| win\_rate | | double | 胜率 |  |
| team\_b\_heroes\_stats | | | | object | 客队英雄统计数据 | 同主队英雄统计数据 |
| team\_a\_id | | | | | long | 主队ID |  |
| team\_b\_id | | | | | long | 客队ID |  |