

RIOT API DOCUMENTATION

of

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0.1 Documentation for the riot API for match.by_id (MatchDto)

Name	Data Type
metadata	(MetadataDto)
info	(InfoDto)

MetadataDto

Name	Data Type
dataVersion	(string)
matchId	(string)
participants	(List[string])

InfoDto

Name	Data Type
gameCreation	(long)
gameDuration	(long)
gameEndTimestamp	(long)
gameId	(string)
gameMode	(string)
gameName	(string)
gameStartTimestamp	(long)
gameType	(string)
gameVersion	(string)
mapId	(int)
participants	(List[ParticipantDto])
queueId	(int)
teams	(List[TeamDto])
tournamentCode	(string)

ParticipantDto

Name	Data Type
assists	(int)
baronKills	(int)
bountyLevel	(int)
champExperience	(int)
champLevel	(int)
championId	(int)
championName	(string)
championTransform	(int)
consumablesPurchased	(int)
damageDealtToBuildings	(int)
damageDealtToObjectives	(int)
damageDealtToTurrets	(int)
damageSelfMitigated	(int)
deaths	(int)
detectorWardsPlaced	(int)
doubleKills	(int)
dragonKills	(int)
firstBloodAssist	(boolean)
firstBloodKill	(boolean)
firstTowerAssist	(boolean)
firstTowerKill	(boolean)
gameEndInEarlySurrender	(boolean)
gameEndInSurrender	(boolean)
goldEarned	(int)
goldSpent	(int)
individualPosition	(string)
inhibitorTakedowns	(int)
inhibitorsLost	(int)

item0	(int)
item1	(int)
item2	(int)
item3	(int)
item4	(int)
item5	(int)
item6	(int)
itemsPurchased	(int)
killingsPrees	(int)
kills	(int)
lane	(string)
largestCriticalStrike	(int)
largestKillingSpree	(int)
largestMultiKill	(int)
longestTimeSpentLiving	(int)
summoner2Casts	(int)
magicDamageDealt	(int)
magicDamageDealtToChampions	(int)
magicDamageTaken	(int)
neutralMinionsKilled	(int)
nexusKills	(int)
nexusTakedowns	(int)
nexusLost	(int)
objectivesStolen	(int)
objectivesStolenAssist	(int)
participantId	(int)
pentaKills	(int)
perks	(PerksDto)
physicalDamageDealt	(int)
physicalDamageDealtToChampions	(int)

physicalDamageTaken	(int)
profileIcon	(int)
puuid	(string)
quardraKills	(int)
riotIdName	(string)
riotIdTagline	(string)
role	(string)
sightWardsBoughtInGame	(int)
spell1Casts	(int)
spell2Casts	(int)
spell3Casts	(int)
spell4Casts	(int)
summoner1Casts	(int)
summoner1Id	(int)
summoner2Casts	(int)
summoner2Id	(int)
summonerId	(string)
summonerLevel	(int)
summonerName	(string)
teamEarlySurrender	(boolean)
teamId	(int)
teamPosition	(string)
timeCCingOthers	(int)
timePlayed	(int)
totalDamageDealt	(int)
totalDamageDealtToChampions	(int)
totalDamageDealtShieldedOnTeammates	(int)
totalMinionsKilled	(int)
totalTimeCCDealt	(int)
totalTimeSpentDead	(int)

totalUnitsHealed	(int)
tripleKills	(int)
trueDamageDealt	(int)
trueDamageDealtToChampions	(int)
trueDamageTaken	(int)
turretKills	(int)
turretTakedowns	(int)
turretsLost	(int)
unrealKills	(int)
visionScore	(int)
visionWardsBoughtInGame	(int)
wardsKilled	(int)
wardsPlaced	(int)
win	(boolean)

PerksDto

Name	Data Type
statPerks	(PerkStatsDto)
styles	(List[PerkStyleDto])

PerkStatsDto

Name	Data Type
defense	(int)
flex	(int)
offense	(int)

PerkStyleDto

Name	Data Type
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description	(string)
selections	(List[PerkStyleSelectionDto])
style	(int)

PerkStyleSelectionDto

Name	Data Type
perk	(int)
var1	(int)
var2	(int)
var3	(int)

TeamDto

Name	Data Type
bans	(List[BansDto])
objectives	(ObjectivesDto)
teamId	(int)
win	(boolean)

BansDto

Name	Data Type
championId	(int)
pickTurn	(int)

ObjectivesDto

Name	Data Type
baron	(ObjectiveDto)
champion	(ObjectiveDto)
dragon	(ObjectiveDto)

inhibitor	(ObjectiveDto)
riftHerald	(ObjectiveDto)
tower	(ObjectiveDto)

ObjectiveDto

Name	Data Type
first	(boolean)
kills	(int)

0.2 Documentation for the riot API for `match.timeline_by_match` (MatchTimelineDto)

Name	Data Type
metadata	(MetadataDto)
info	(InfoDto)

MetadataDto

Name	Data Type
dataVersion	(string)
matchId	(string)
participants	(List[string])

InfoDto

Name	Data Type
frameInterval	(int)
frames	(List[FramesDto])
gameId	(long)

participants	(List[ParticipantDto])
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FramesDto

Name	Data Type
events	(List[EventsDto])
participantFrames	(ParticipantFramesDto)
timestamp	(int)

EventsDto

Name	Data Type
type:PAUSE_END	(string)
realTimeStamp	(long)
timeStamp	(int)
type:SKILL_LEVEL_UP	(string)
levelUpType	(string)
participantId	(int)
skillSlot	(int)
timeStamp	(int)
type:ITEM_PURCHASED	(string)
itemId	(int)
participantId	(int)
timestamp	(int)
type:ITEM_DESTROYED	(string)
itemId	(int)
participantId	(int)
timestamp	(int)
type:WARD_PLACED	(string)
creatorId	(int)
timestamp	(int)

wardType	(string)
type:WARD_KILL	(string)
killerId	(int)
timestamp	(int)
wardType	(string)
type:LEVEL_UP	(string)
level	(int)
participantId	(int)
timestamp	(int)
type:CHAMPION_KILL	(string)
assistingParticipantIds	(List[int])
bounty	(int)
killStreakLength	(int)
killerId	(int)
position	(PositionDto)
shutdownBounty	(int)
timestamp	(int)
victimDamageDealt	(List[EventsDto])
victimDamageRecieved	(List[EventsDto])
victimId	(int)
type:OTHER/MINION/MONSTER	(string)
basic	(boolean)
magicDamage	(int)
name	(string)
participantId	(int)
physicalDamage	(int)
spellName	(string)
spellSlot	(int)
trueDamage	(int)
victimId	(int)

type:CHAMPION_SPECIAL_KILL	(string)
killType	(string)
killerId	(int)
position	(PositionDto)
timestamp	(int)
multiKillLength	(int)
type:TURRET_PLATE_DESTROYED	(string)
killerId	(int)
laneType	(string)
position	(PositionDto)
teamId	(int)
timeStamp	(int)
type:ITEM_UNDO	(string)
afterId	(int)
beforeId	(int)
goldGain	(int)
participantId	(int)
timestamp	(int)
type:ITEM_SOLD	(string)
itemId	(int)
participantId	(int)
timestamp	(int)
type:ELITE_MONSTER_KILL	(string)
assistingParticipantIds	(List[int])
bounty	(int)
killerId	(int)
killerTeamId	(int)
monsterSubType	(string)
monsterType	(string)
position	(PositionDto)

timestamp	(int)
type:OBJECTIVE_BOUNTY_RESTART	(string)
actualStartTime	(long)
teamId	(int)
timestamp	(int)
type:BUILDING_KILL	(string)
assistingParticipantIds	(List[int])
bounty	(int)
buildingType	(string)
killerId	(int)
laneType	(string)
position	(PositionDto)
teamId	(int)
timestamp	(int)
towerType	(string)
type:DRAGON_SOUL_GIVEN	(string)
name	(string)
teamId	(int)
timestamp	(int)
type:GAME_END	(string)
gameId	(long)
realTimestamp	(long)
timeStamp	(int)
winningTeam	(int)

PositionDto

Name	Data Type
x	(int)
y	(int)

ParticipantFramesDto

Name	Data Type
1	(IndividualFrameDto)
2	(IndividualFrameDto)
3	(IndividualFrameDto)
4	(IndividualFrameDto)
5	(IndividualFrameDto)
6	(IndividualFrameDto)
7	(IndividualFrameDto)
8	(IndividualFrameDto)
9	(IndividualFrameDto)
10	(IndividualFrameDto)

IndividualFrameDto

Name	Data Type
championStats	(ChampionStatsDto)
currentGold	(int)
damageStats	(DamageStatsDto)
goldPerSecond	(int)
jungleMinionsKilled	(int)
level	(int)
minionsKilled	(int)
participantId	(int)
position	(PositionDto)
timeEnemySpentControlled	(int)
totalGold	(int)
xp	(int)

ChampionStatsDto

Name	Data Type
abilityHaste	(int)
abilityPower	(int)
armor	(int)
armorPen	(int)
armorPenPercent	(int)
attackDamage	(int)
attackSpeed	(int)
bonusArmorPenPercent	(int)
bonusMagicPenPercent	(int)
ccReduction	(int)
cooldownReduction	(int)
health	(int)
healthMax	(int)
healthRegen	(int)
lifesteal	(int)
magicPen	(int)
magicPenPercent	(int)
magicResist	(int)
movementSpeed	(int)
omnivamp	(int)
physicalVamp	(int)
power	(int)
powerMax	(int)
powerRegen	(int)
spellVamp	(int)

DamageStatsDto

Name	Data Type
abilityHaste	(int)

abilityPower	(int)
armor	(int)
armorPen	(int)
armorPenPercent	(int)
attackDamage	(int)
attackSpeed	(int)
bonusArmorPenPercent	(int)
bonusMagicPenPercent	(int)
ccReduction	(int)
cooldownReduction	(int)
health	(int)
healthMax	(int)
healthRegen	(int)
lifesteal	(int)
magicPen	(int)
magicPenPercent	(int)
magicResist	(int)
movementSpeed	(int)
omnivamp	(int)
physicalVamp	(int)
power	(int)
powerMax	(int)
powerRegen	(int)
spellVamp	(int)

ParticipantDto

Name	Data Type
participantId	(int)
puuid	(string)

References