Semester Project – Game Dashboard Week 2 Research:

**USING THE API:**

This project will utilize various API’s and it is important to know how to interface with these API’s through a web developer’s perspective. Our professor has told us to focus on one game’s API for now so we can get our feet wet. In this document I am going to list tutorials, and various information that will be useful when we actually start to code our website.

We have decided to focus on Riot Game’s League of Legends API. Riot’s API is actually very detailed in its own documentation and seems to have everything we need to at least get started making our project:

<https://developer.riotgames.com/docs/getting-started>

Here we learn that we will need to become familiar with JSON, or Javascript Object Notation, because Riot’s API makes heavy use of this concept. But before we can even get started we will need to sign in to our own Riot accounts in this particular website. When we do this, a developer portal will be automatically generated for all of us, and we will be granted a “Developer Key” that will be required for us to access the information our app will call for. They reference another page on their website that explains exactly why there are developer keys, and it also talks about rate limits for requests to the server endpoints.

<https://developer.riotgames.com/docs/api-keys>

The important points of this web page are that we have a rate limit of 10 requests every 10 seconds, or 500 requests every minute. However, rate limits are enforced per region, so in you could make 20 requests, 10 being to the US server, and 10 being to the EU server. This is very limiting, but once we have a functioning website, they explain that we can apply for a Production Key, which will raise the request limit very significantly to 3,000 requests every 10 seconds, or 180,000 requests every minute. Another very important note in the website is about security. It is impossible for us to get a Production Key if we have not properly secured the API key through PHP or C# when requesting from the server.

<https://developer.riotgames.com/discussion/tutorials-libraries/show/kvll5V8r>