gen UI (main)

DoubleDownTFT (super class)

s.pages

s.container

show_page(page)

PlayerPage

PlayerPage (class) page

s.container -> parent.container

s.create_widgets *prints topage*

s.key -> parent.key

getUserName(s.name_entry) *invokes player.synergy*

printSynergy(self.syn)

LoginPage

LoginPage (class) page

s.createWidgets *print to page*

s.open_riot_dev -> external link

s.recordInput(s.api_entry) *invoke PlayerPage class

s.show_help -> *printe help text*

s.bad_key -> *error message*

Player

player (class)

s.makematchList(self.games) -> Match

s.getRaw(self.Name) -> Summoner Profile

s.synergy(self.puu) -> Synergies

s.GetGames(self.puu) -> games list

Consts (global)

region

reg_league

sum_name

SummonerByName(name, key) -> Player

GamesByPUU(PUU, matches, region, key) -> games ID list

MatchByGameID(MatchID, region, key) -> Match

ProfileBYpuu(puu, region, key) -> Player

Duo (not implemented yet)

Duo (class)

s.getDuoMatches(self.p1, self.p2) -> file output matches (JSON)

s.ranks

s.puu1, s.puu2

s.name1, s.name2