League of Legends

Bet Bot application

What is it?

League of Legends Bet Bot is a Discord bot made for anyone who would like to “Bet” on their games. First of all I would like to clarify: No real money is associated with any bets, at all, and there never will be any real money associated with these “bets”.

It was inspired by the new “Prediction” Feature on streaming platforms. It quickly became very popular, but it was limited only to streamers. There was no way to (for lack of a better term) “bet” on your games. This bot achieves exactly that.

\*Note that from here on the word “Betting” will be used. Remember, no real money!

Why did I make it?

This bot originated from another bot I made for a few friends. It was way simpler than this bot, but even then, the concept was proven fun, so I continued my work on this bot.

What does it do?

The bot will allow users to sign up for it easily and quickly. They verify the account is theirs by switching profile pictures. When this is done, they can start betting on their games using a command. This is not available in champ select, only in the loading screen or ingame before 3 minutes.

The user then chooses a bet. “Bets” are things that you need to do in game, for example, “Get first tower”, or “Win the game” (About these bets and game throwing: see Possible Problems).

Then, the user triggers a command when the game ends to see if he won or lost. Bets don’t expire, they’re saved in a file, so bets must be ended before a new one starts. When a bet ends, points are awarded if the bet was won, and points are lost if the bet was lost (See ranks for more info on this).

Ranks

The bot has internal ranks (Called “Bet Ranks”) made to capture the player’s skill level. These ranks are not meant to replace actual ranks in any way. They’re just a way to mark progression in the bot.

These ranks are the same as the League ranks. That means, Iron, Bronze, Silver, Gold, Platinum, Diamond, Master, Grandmaster and Challenger are all achievable. As you progress through the ranks, the bot makes it harder for you by offering harder bets.

Progressing through the ranks is quite similar to League: You gain BP (Bet points) for each game you win, an amount that varies depending on difficulty of the bet, your real rank and your bet rank. When you get to 100 BP, you start Promos, which is also similar to League, but here it’s 3 games, not 5.

Where the bot is right now

Currently, you can:

- Bet on your games

- Progress through the ranks

- Allow the bot to only work on certain channels

-Vs Bets (Duel a friend)

Basically everything I wrote before this is already implemented and ready to go.

Currently, I'm playtesting the bot almost every day, looking for and fixing bugs. The bot has reached a state where it is stable, with a few exceptions that I haven’t been able to find yet.

So, the bot is stable and pretty much ready for release! (Unless you find a bug, which will be quite embarrassing).

Possible Problems

Gamethrowing due to bets

The bot makes it very clear that gamethrowing is not allowed to win bets. There is no “lose the game” bet, or any bet that hurts the team or the game’s objective. Bets make you perform better, not worse. They are meant to be fun.

What the bot saves about users

Every user’s info is kept in a JSON file. All that is kept is their puuid and Discord account id. Other than that, everything else is generated by the bot (Bet rank and Wins and losses).

It definitely doesn’t keep any info that is important to users, and it will never ask them to input such info.

Possible crowdfunding

If people get interested in the bot, a Patreon page will be opened. It will allow people to vote on new updates. Maybe.

How to begin using the bot

Using the bot is quite easy. When you get it into your server, use \*signup in any channel. If you want to limit channels, use \*createconfig, than use \*config 1 #(channel).

Get the bot to your server here!

<https://discord.com/api/oauth2/authorize?client_id=811275024140075049&permissions=8&scope=bot>

Api Endpoints Used:

match, spectator, summoner