

# CPSC 304 Project Cover Page

Milestone #: 2

Date: 7/25

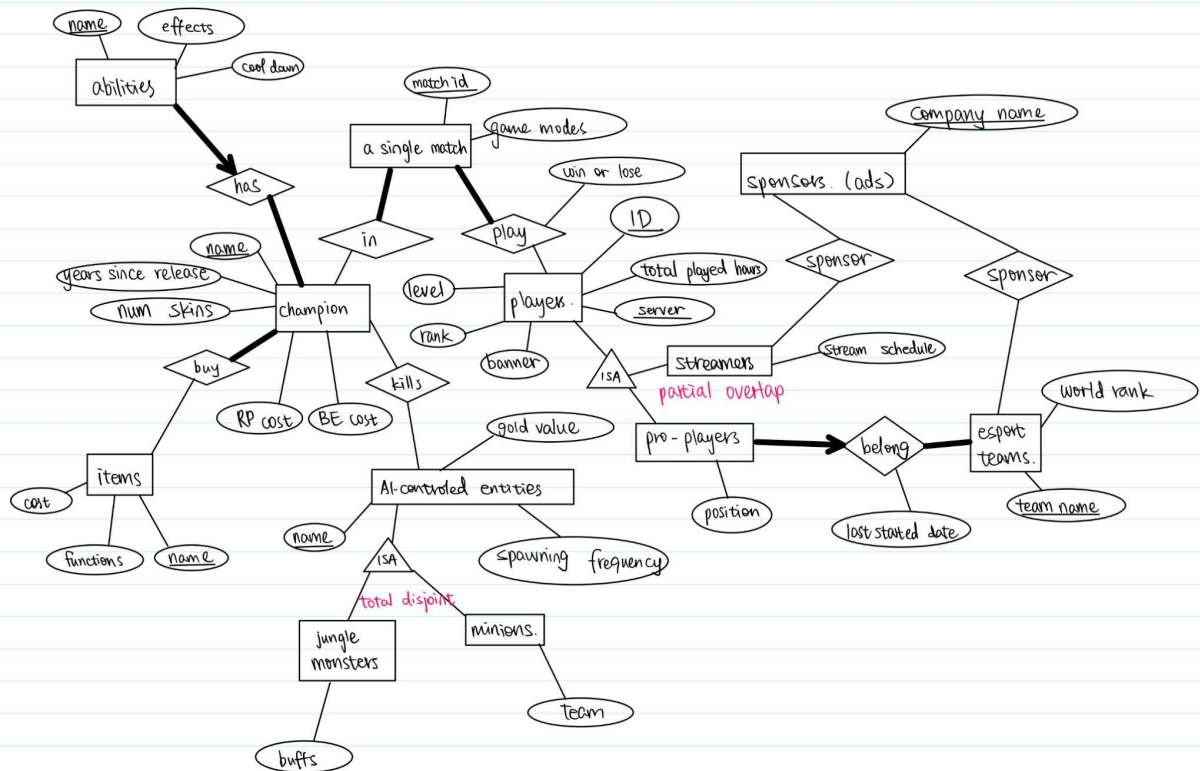
Group Number: 30

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

## 1. ER Diagram



## 2. Changes:

- Entity "Streamer"'s attribute: Change "Stream\_time" into "Stream\_schedule(e.g Every Sunday 4-6p.m)" since users might easily misunderstand the previous case as the total time the streamer has streamed.
- Entity "Champion"'s attribute: Change "skins" into "num\_skins" since a champion can have multiple skins and "num\_skins" causes fewer chances for users to misunderstand.
- Add the attribute "banner" to the Entity "Players" since we need an FD other than PK and CK(s) for the Player table. In League of Legends, a player's banner shows which rank they are at right now. The banner of a player will update once their rank changes.
- Added 3 attributes "years\_since\_release", "RP\_cost (Riot Points price)" and "BE\_cost (Blue essence price)" to the entity "Champion" since we need FD other than PK and CK(s). "years\_since\_release" is when the champion was released. "RP\_Cost" is how much Riot Points (in-game currency) you must spend to buy the champion. "BE\_Cost" is how much blue essence (another in-game currency) you must spend to buy the champion. RP and BE cannot be used to pay together. Older champions cost fewer riot points and blue essence. (e.g Every 1-year-old champion costs x, every 2-year-old champion costs y, with  $x > y$ , etc.) Knowing how much blue essence a champion costs, you also know how many riot points a champion costs and vice versa. Also, a champion gets one skin(cosmetic option) every year since its release. Every champion starts at 975 RP, 7800 BE. For every year since release, a champion's RP cost decreases by 10, and BE cost decreases by 20.

- Added 2 more attributes “level” and “total\_played\_hours” to the entity “Players” since we need FD other than PK and CK(s). “total\_played\_hours” is the total number of hours that a player has played LOL(only the time that a player is playing inside a match counts). Every 10 hours a player has played, they will level up by 1. Thus, if we know a player’s level, then we know the total hours they played and vice versa.
- Entity “A single match”’s attribute: Change “win or lose” to the descriptive attribute of the relationship “play” since a single match cannot only be winning or losing(players playing in one team should be winning and players playing in another team should be losing).

### 3. List of Tables

Note: Primary keys are underlined. Foreign keys are bolded. None of our tables have candidate keys other than the primary keys.

–for Entities–

Abilities\_Has(ability\_name: CHAR, **champion\_name**: CHAR, effects: CHAR, cooldown: INTEGER)

Constraint: champion\_name must not be null

Note: cooldown is in seconds

Items(name: CHAR, functions: CHAR, cost: INTEGER)

Champion(name: CHAR, num\_skins: INTEGER, years\_since\_release: INTEGER, RP\_cost: INTEGER, BE\_cost: INTEGER)

A\_Single\_Match(match\_id: INTEGER, game\_modes: CHAR)

AI-controlled\_Entities(name: CHAR, gold\_value: INTEGER, spawning\_frequency: INTEGER)

Jungle\_Monsters(**name**: CHAR, buffs: CHAR)

Minions(**name**: CHAR, team: CHAR)

Players(ID: CHAR, **server**: CHAR, rank: CHAR, banner: CHAR, level: INTEGER, total\_played\_hours: INTEGER)

Streamers(ID: CHAR, **server**: CHAR, Stream\_schedule: CHAR)

Pro\_Players-belong(ID: CHAR, **server**: CHAR, **team\_name**: CHAR, position: CHAR, last\_stated\_date: DATE)

Constraint: team\_name must not be null

Sponsors(Company\_name: CHAR)

Esport\_Teams(Team\_name: CHAR, World\_rank: INTEGER)

–for Relationships–

Buy(**Champion\_name**: CHAR, **item\_name**: CHAR)

In(**name**: CHAR, **match\_id**: INTEGER)

Kills(**champion\_name**: CHAR, **AI\_controlled\_entity\_name**: CHAR)

Play(**match\_id**: INTEGER, **player\_id**: CHAR, **server**: CHAR, win\_or\_lose: BOOLEAN)

Streamer\_Sponsors(company\_name: CHAR, ID: CHAR, server: CHAR)

Esport\_Sponsors(company\_name: CHAR, team\_name: CHAR)

## 4. Functional Dependencies (FDs):

- Abilities\_Has(ability\_name: CHAR, champion\_name: CHAR, effects: CHAR, cooldown: INTEGER)
  - ability\_name → champion\_name
  - ability\_name → ability\_name
  - ability\_name → effects
  - ability\_name → cooldown
- Items(name: CHAR, functions: CHAR, cost: INTEGER)
  - name → name
  - name → functions
  - name → cost
- Champion(name: CHAR, num\_skins: INTEGER, years\_since\_release: INTEGER, RP\_cost: INTEGER, BE\_cost: INTEGER)
  - name → name
  - name → num\_skins
  - name → years\_since\_release
  - name → RP\_cost
  - name → BE\_Cost
  - years\_since\_release → RP\_cost
  - years\_since\_release → BE\_cost
  - years\_since\_release → num\_skins
  - RP\_cost → BE\_cost
  - BE\_cost → RP\_cost
- A\_Single\_Match(match\_id: INTEGER, game\_modes: CHAR)
  - match\_id → match\_id
  - match\_id → game\_modes
- AI-controlled\_Entities(name: CHAR, gold\_value: INTEGER, spawning\_frequency: INTEGER)
  - name → name
  - name → gold\_value
  - name → spawning\_frequency
- Jungle\_Monsters(name: CHAR, buffs: CHAR)
  - name → name
  - name → buffs
- Minions(name: CHAR, team: CHAR)
  - name → name
  - name → team
- Players(ID: CHAR, server: CHAR, rank: CHAR, banner: CHAR, level: INTEGER, total\_played\_hours: INTEGER)
  - ID, server → ID

- ID, server → server
- ID, server → rank
- ID, server → banner
- ID, server → level
- ID, server → total\_played\_hours
- rank → banner
- banner → rank
- level → total\_played\_hours
- total\_played\_hours → level
- Streamers(ID: CHAR, server: CHAR, Stream\_schedule: CHAR)
  - ID, server → ID
  - ID, server → server
  - ID, server → stream\_schedule
- Pro\_Players-belong(ID: CHAR, server: CHAR, team\_name: CHAR, position: CHAR, last\_stated\_date: DATE)
  - ID, server → ID
  - ID, server → server
  - ID, server → team\_name
  - ID, server → position
  - ID, server → last\_stated\_date
- Sponsors(company\_name: CHAR)
  - company\_name → company\_name
- Esport\_Teams(Team\_name: CHAR, World\_rank: INTEGER)
  - team\_name → team\_name
  - team\_name → world\_rank
- Buy(Champion\_name: CHAR, item\_name: CHAR)
  - champion\_name, item\_name → champion\_name
  - champion\_name, item\_name → item\_name
- In(name: CHAR, match\_id: INTEGER)
  - name, match\_id → name
  - name, match\_id → match\_id
- Kills(champion\_name: CHAR, AI\_controlled\_entity\_name: CHAR)
  - champion\_name, AI\_controlled\_entity\_name → champion\_name
  - champion\_name, AI\_controlled\_entity\_name → AI\_controlled\_entity\_name
- Play(match\_id: INTEGER, player\_id: CHAR, server: CHAR, win\_or\_lose: BOOLEAN)
  - match\_id, player\_id, server → match\_id
  - match\_id, player\_id, server → player\_id
  - match\_id, player\_id, server → server
  - match\_id, player\_id, server → win\_or\_lose
- Streamer\_Sponsors(company\_name: CHAR, ID: CHAR, server: CHAR)
  - company\_name, ID, server → Company\_name
  - company\_name, ID, server → ID
  - Company\_name, ID, server → server
- Esport\_Sponsors(company\_name: CHAR, team\_name: CHAR)
  - company\_name, team\_name → company\_name
  - company\_name, team\_name → team\_name

## 5. Normalization

- Abilities\_Has(ability\_name: CHAR, **champion\_name**: CHAR, effects: CHAR, cooldown: INTEGER)  
Constraint: champion\_name must not be null
  - Every determinant (Ability\_name) is a super key of Abilities\_Has; therefore the table is in BCNF
- Items(name: CHAR, functions: CHAR, cost: INTEGER)
  - Every determinant (name) is a super key of Items; therefore the table is in BCNF
- Champion(name: CHAR, num\_skins: INTEGER, years\_since\_release: INTEGER, RP\_cost: INTEGER, BE\_cost: INTEGER)

as  $R(A, B, C, D, E)$   
Champion(name, num\_skins, years\_since\_release, RP\_cost, BE\_cost)

FDs:  $\text{name} \rightarrow \text{num\_skins}, \text{years\_since\_release}, \text{RP\_cost}, \text{BE\_cost}$

$\text{BE\_cost} \rightarrow \text{RP\_cost}$

$\text{RP\_cost} \rightarrow \text{BE\_cost}$

$\text{years\_since\_release} \rightarrow \text{RP\_cost}, \text{BE\_cost}, \text{num\_skins}$

↓ Written in ABCDE form:

FDs:  $A \rightarrow BCDE$

$D \rightarrow E$

$E \rightarrow D$

$C \rightarrow BDE$  } Needs to be decomposed!

Closures:

$A^+ : \{A, B, C, D, E\}$

$D^+ : \{D, E\}$

$E^+ : \{E, D\}$

$C^+ : \{C, B, D, E\}$

Yes, it's a superkey (key)!

No, it is not a superkey!

Needs to be decomposed...

Decomposing:

①  $D \rightarrow E$

$R_1(DE), R_2(ABCD)$



- D is a key for  $R_1$ .

So  $R_1$  is in BCNF.

- C is not a key for  $R_2$ .

So  $R_2$  is not in BCNF.

②  $C \rightarrow D$

$R_3(CD), R_4(ABC)$



- C is a key for  $R_3$ , so  $R_3$  is in BCNF.

③  $C \rightarrow B$

$R_5(CB), R_6(AC)$



Final Ans:

$R_1(DE), R_3(CD), R_5(CB), R_6(AC)$

Which are:

Champion1 (RP\_cost, BE\_cost)

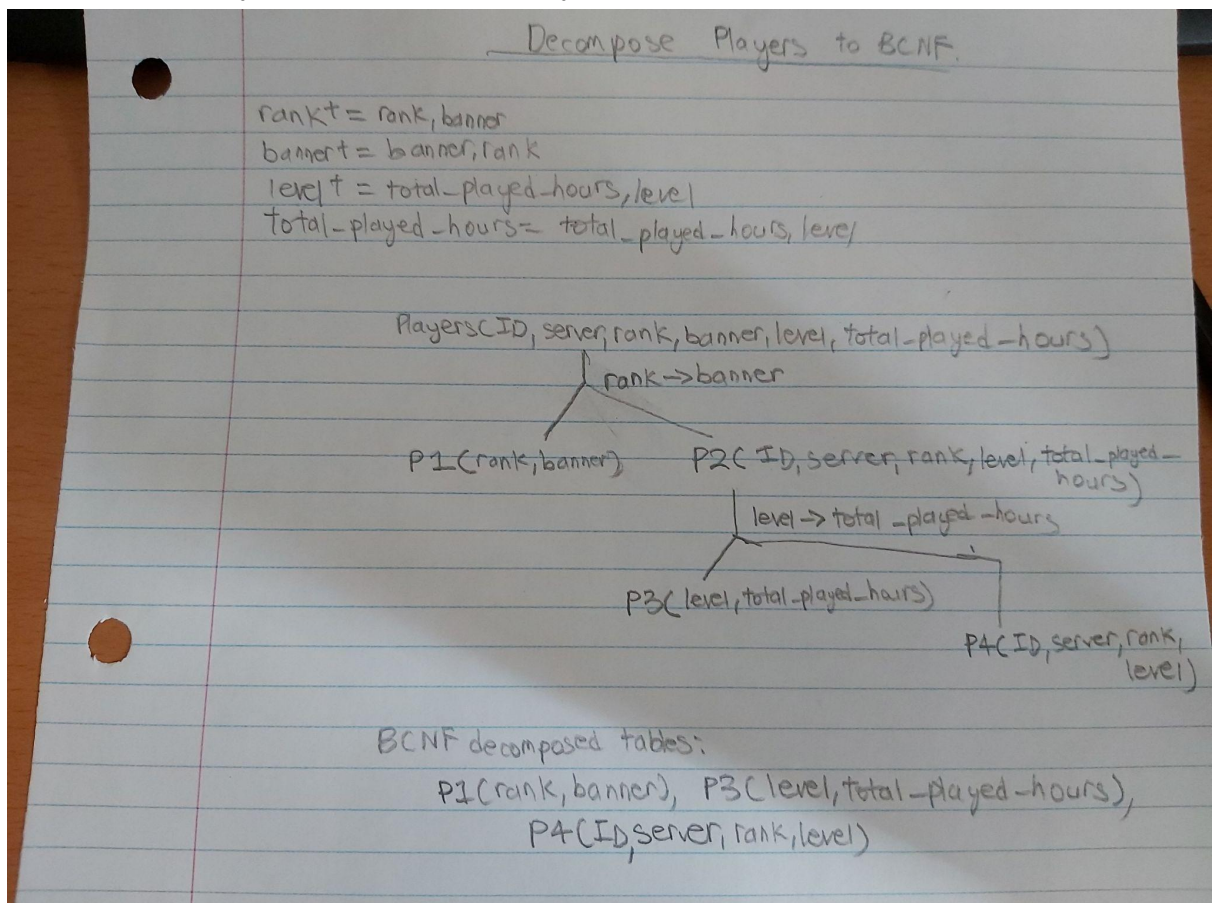
Champion3 (years\_since\_release, RP\_cost)

Champion5 (num\_skins, years\_since\_release)

Champion6 (name, years\_since\_release)

- 
- C1(RP\_cost: INTEGER, BE\_cost: INTEGER)
  - BE\_cost is another candidate key for C1
- C3(years\_since\_release: INTEGER, RP\_cost: INTEGER)
- C5(years\_since\_release: INTEGER, num\_skins: INTEGER)
- C6(name: CHAR, years\_since\_release: INTEGER)

- A\_Single\_Match(match\_id: INTEGER, game\_modes: CHAR)
  - Every determinant (match\_id) is a super key of A\_Single\_Match, therefore the table is in BCNF
- AI-controlled\_Entities(name: CHAR, gold\_value: INTEGER, spawning\_frequency: INTEGER)
  - Every determinant (name) is a super key of AI-controlled\_Entities, therefore the table is in BCNF.
- Jungle\_Monsters(name: CHAR, buffs: CHAR)
  - Every determinant (name) is a super key of Jungle\_Monsters; therefore the table is in BCNF
- Minions(name: CHAR, team: CHAR)
  - Every determinant (name) is a super key of Minions; therefore the table is in BCNF
- Players(ID: CHAR, server: CHAR, rank: CHAR, banner: CHAR, level: INTEGER, total\_played\_hours: INTEGER)
  - We need to decompose because rank → banner, banner → rank, level → total\_played\_hours, and total\_played\_hours → level violate BCNF



- P1(rank: CHAR, banner: CHAR)
  - Banner is another candidate key for P1
- P3(level: INTEGER, total\_played\_hours: INTEGER)
  - Total\_played\_hours is another candidate key for P3
- P4(ID, server: CHAR, rank: CHAR, level: INTEGER)
- Streamers(ID: CHAR, server: CHAR, Stream\_schedule: CHAR)

- Every determinant (ID, server) is a super key of Streamers; therefore the table is in BCNF.
- Pro\_Players-belong(ID: CHAR, server: CHAR, team\_name: CHAR, position: CHAR, last\_stated\_date: DATE)
  - Every determinant (ID, server) is a super key of Pro\_Players-belong; therefore the table is in BCNF.
- Sponsors(Company\_name: CHAR)
  - Every determinant (Company\_name) is a super key of Sponsors; therefore the table is in BCNF.
- Esport\_Teams(Team\_name: CHAR, World\_rank: INTEGER)
  - Every determinant (Team\_name) is a super key of Esport\_teams; therefore the table is in BCNF.

List of Tables for Relationships:

- Buy(Champion\_name: CHAR, item\_name: CHAR)
  - Every determinant (champion\_name, item\_name) is a super key of Buy; therefore the table is in BCNF.
- In(name: CHAR, match\_id: INTEGER)
  - Every determinant (name, match\_id) is a super key of In; therefore the table is in BCNF.
- Kills(champion\_name: CHAR, AI\_controlled\_entity\_name: CHAR)
  - Every determinant (champion\_name, AI\_controlled\_entity\_name) is a super key of Kills; therefore the table is in BCNF.
- Play(match\_id: INTEGER, player\_id: CHAR, server: CHAR, win\_or\_lose: BOOLEAN,)
  - Every determinant (match\_id, player\_id) is a super key of Play; therefore the table is in BCNF.
- Streamer\_Sponsors(company\_name: CHAR, ID: CHAR, server: CHAR)
  - Every determinant (company\_name, ID, server) is a super key of Streamer\_Sponsors; therefore the table is in BCNF.
- Esport\_Sponsors(company\_name: CHAR, team\_name: CHAR)
  - Every determinant (company\_name, team\_name) is a super key of Esports\_Sponsors; therefore the table is in BCNF.

## 6. The SQL DDL

```
CREATE TABLE Abilities_Has(
    ability_name CHAR(20),
    champion_name CHAR(20) NOT NULL,
    effect CHAR(500),
    cooldown INTEGER,
    PRIMARY KEY (ability_name),
    FOREIGN KEY (Champion_name),
        REFERENCE Champion(name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
```



)

```
CREATE TABLE Items(  
    Name CHAR(20),  
    Functions CHAR(100),  
    cost INTEGER,  
    PRIMARY KEY (name)
```

)

```
CREATE TABLE Champion1(  
    RP_cost INTEGER,  
    BE_cost INTEGER,  
    PRIMARY KEY (RP_cost),  
    UNIQUE (BE_cost)
```

)

```
CREATE TABLE Champion3(  
    years_since_release INTEGER,  
    RP_cost INTEGER,  
    PRIMARY KEY (years_since_release)
```

)

```
CREATE TABLE Champion5(  
    years_since_release INTEGER,  
    num_skins INTEGER,  
    PRIMARY KEY (years_since_release)
```

)

```
CREATE TABLE Champion6(  
    name CHAR(20) NOT NULL,  
    years_since_release INTEGER,  
    PRIMARY KEY (name)
```

)

```
CREATE TABLE A_Single_Match(  
    Match_id INTEGER,  
    Game_modes CHAR(20),  
    PRIMARY KEY (match_id)
```

)

```
CREATE TABLE AI-controlled_Entities(  
    name CHAR(20),  
    Gold_value INTEGER,  
    Spawning_frequency INTEGER,  
    PRIMARY KEY (name)
```

)

```
CREATE TABLE Jungle_Monsters(  

```

```

        name CHAR(20),
        buffs CHAR(20),
        PRIMARY KEY (name),
        FOREIGN KEY (name),
            REFERENCE AI-controlled_Entities(name)
            ON DELETE CASCADE
            ON UPDATE CASCADE
    )

```

```

CREATE TABLE Minions(
    name CHAR(20),
    team CHAR(20),
    PRIMARY KEY (name),
    FOREIGN KEY (name),
        REFERENCE AI-controlled_Entities(name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

```

```

CREATE TABLE Players1(
    rank CHAR(20),
    banner CHAR(20),
    PRIMARY KEY (rank),
    UNIQUE(banner)
)

```

```

CREATE TABLE Players3(
    level INTEGER,
    total_played_hours INTEGER,
    PRIMARY KEY (level),
    UNIQUE(total_played_hours)
)

```

```

CREATE TABLE Players4(
    ID CHAR(20),
    server CHAR(20),
    rank CHAR(20) DEFAULT "Iron",
    level Integer,
    PRIMARY KEY (ID, Server)
)

```

```

CREATE TABLE Streamers(
    ID CHAR(20),
    Server CHAR(20),
    stream_schedule CHAR(20),
    PRIMARY KEY (ID, server),
    FOREIGN KEY (ID, server)
        REFERENCE Players4(ID, server)
        ON DELETE CASCADE
)

```

```

        ON UPDATE CASCADE
    )

CREATE TABLE Pro_Players-belong(
    ID CHAR(20),
    Server CHAR(20),
    team_name CHAR(20) NOT NULL,
    position CHAR(20),
    last_stated_date:DATE
    PRIMARY KEY (ID, server),
    FOREIGN KEY (ID, server)
        REFERENCE Players4(ID, server)
        ON DELETE CASCADE
        ON UPDATE CASCADE
    FOREIGN KEY (team_name)
        REFERENCE Esport_Teams(team_name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

```

```

CREATE TABLE Sponsors(
    Company_name CHAR(20)
    PRIMARY KEY(Company_name)
)

```

```

CREATE TABLE Esport_Teams(
    Team_name CHAR(20),
    World_rank INTEGER
    PRIMARY KEY(Team_name)
)

```

```

CREATE TABLE Buy(
    Champion_name CHAR(20),
    item_name_CHAR(20),
    PRIMARY KEY(Chanpion_name,item_name),
    FOREIGN KEY(Champion_name)
        REFERENCE Champion6(name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
    FOREIGN KEY(item_name)
        REFERENCE Item(name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

```

```

CREATE TABLE In(
    name CHAR(20),
    match_id INTEGER
)

```

```

PRIMARY KEY(name,match_id),
FOREIGN KEY(name)
    REFERENCE Champion6(name)
    ON DELETE CASCADE
    ON UPDATE CASCADE
FOREIGN KEY(match_id)
    REFERENCE A_Single_Match(match_id)
    ON DELETE CASCADE
    ON UPDATE CASCADE
)

CREATE TABLE Kills(
    champion_name CHAR(20),
    AI_controlled_entity_name CHAR(20),
    PRIMARY KEY(champion_name, AI_controlled_entity_name),
    FOREIGN KEY(champion_name)
        REFERENCE Champion6(name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
    FOREIGN KEY(AI_controlled_entity_name)
        REFERENCE AI_controlled_entities(name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

CREATE TABLE Play(
    match_id INTEGER,
    player_id CHAR(20),
    server CHAR(20),
    win_or_lose BOOLEAN,
    PRIMARY KEY(match_id,player_id,server),
    FOREIGN KEY(match_id)
        REFERENCE A_Single_Match(match_id)
        ON DELETE CASCADE
        ON UPDATE CASCADE
    FOREIGN KEY(player_id, server)
        REFERENCE Players4(id, server)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

CREATE TABLE Streamer_Sponsors(
    Company_name CHAR(20),
    ID CHAR(20),
    Server CHAR(20),
    PRIMARY KEY(company_name,ID, Server),
    FOREIGN KEY(company_name)
        REFERENCE Sponsors(company_name)

```

```

        ON DELETE CASCADE
        ON UPDATE CASCADE
    FOREIGN KEY(ID, server)
        REFERENCE Streamers(ID, server)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

CREATE TABLE Esport_Sponsors(
    Company_name CHAR(20),
    Team_name CHAR(20),
    PRIMARY KEY(company_name,team_name),
    FOREIGN KEY(company_name)
        REFERENCE Sponsors(Company_name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
    FOREIGN KEY(team_name)
        REFERENCE Esport_teams(team_name)
        ON DELETE CASCADE
        ON UPDATE CASCADE
)

```

## 7. Populate each table

```

INSERT INTO Abilities_has(ability_name, champion_name, effects, cooldown)
VALUES ('Charm', 'Ahri', 'Ahri blows a kiss that charms the first enemy it hits
instantly stopping movement abilities and causing them to walk harmlessly towards
her.', '14')
INSERT INTO Abilities_has(ability_name, champion_name, effects, cooldown)
VALUES ('Help, Pix!', 'Lulu', 'When casting on an enemy, Lulu sends Pix to the far
side of the target enemy for 4 seconds, dealing them magic damage and revealing them for
the same duration; when casting on herself or her ally, Lulu sends Pix to the target ally for 6
seconds, granting them a shield for 2.5 seconds.', '8')
INSERT INTO Abilities_has(ability_name, champion_name, effects, cooldown)
VALUES ('Devastating Charge', 'Hecarim', 'Hecarim becomes ghosted and gains
25-65%(based on time active) bonus total movement speed for 4 seconds.', '20')
INSERT INTO Abilities_has(ability_name, champion_name, effects, cooldown)
VALUES ('Plasma Fission', 'Vel'koz', 'Vel'koz fires a plasma bolt in the target
direction that deals magic damage to the first enemy hit, slowing them by 70% decaying over
a few seconds.', '7')
INSERT INTO Abilities_has(ability_name, champion_name, effects, cooldown)

```

VALUES ('World Ender', 'Aatrox', 'Aatrox unleashes his true demonic form, fearing nearby enemy minions and monsters for 3 seconds, during which they are gradually slowed by up to 99% over the duration.', '120')

INSERT INTO Items(name, function, cost)

VALUES ('Rabadon's Deathcap', '+120 ability power', '3600')

INSERT INTO Items(name, function, cost)

VALUES ('Divine Sunderer', '+40 attack damage, +20 ability haste, +300 health', '3300')

INSERT INTO Items(name, function, cost)

VALUES ('Goredrinker', '+55 attack damage, +20 ability haste, +300 health, +8% omnivamp', '3300')

INSERT INTO Items(name, function, cost)

VALUES ('Crown of the Shattered Queen', '+70 ability power, +20 ability haste, +250 health, + 600 mana', '2800')

INSERT INTO Items(name, function, cost)

VALUES ('Moonstone Renewer', '+40 ability power, +20 ability haste, +200 health, +100% base mana regeneration', '2500')

INSERT INTO Champion1(RP\_cost, BE\_cost)

VALUES('865', '7580')

INSERT INTO Champion1(RP\_cost, BE\_cost)

VALUES('875', '7600')

INSERT INTO Champion1(RP\_cost, BE\_cost)

VALUES('895', '7640')

INSERT INTO Champion1(RP\_cost, BE\_cost)

VALUES('885', '7620')

INSERT INTO Champion1(RP\_cost, BE\_cost)

VALUES('875', '7600')

INSERT INTO Champion3(years\_since\_release, RP\_cost)

VALUES('11', '865')

INSERT INTO Champion3(years\_since\_release, RP\_cost)

VALUES('10', '875')

INSERT INTO Champion3(years\_since\_release, RP\_cost)

VALUES('8', '895')

INSERT INTO Champion3(years\_since\_release, RP\_cost)

VALUES('9', '885')

INSERT INTO Champion3(years\_since\_release, RP\_cost)

VALUES('10', '875')

INSERT INTO Champion5(years\_since\_release, num\_skins)

VALUES('11', '11')

INSERT INTO Champion5(years\_since\_release, num\_skins)

```
VALUES('10', '10')
INSERT INTO Champion5(years_since_release, num_skins)
VALUES('8', '8')
INSERT INTO Champion5(years_since_release, num_skins)
VALUES('9', '9')
INSERT INTO Champion5(years_since_release, num_skins)
VALUES('10', '10')
```

```
INSERT INTO Champion6(name, years_since_release)
VALUES('Ahri', '11')
INSERT INTO Champion6(name, years_since_release)
VALUES('Hecarim', '10')
INSERT INTO Champion6(name, years_since_release)
VALUES('Vel'koz', '8')
INSERT INTO Champion6(name, years_since_release)
VALUES('Aatrox', '9')
INSERT INTO Champion6(name, years_since_release)
VALUES('Lulu', '10')
```

```
INSERT INTO A_Single_Match(match_id, game_modes)
VALUES('1', 'Ranked')
INSERT INTO A_Single_Match(match_id, game_modes)
VALUES('2', 'Normal')
INSERT INTO A_Single_Match(match_id, game_modes)
VALUES('3', 'ARAM')
INSERT INTO A_Single_Match(match_id, game_modes)
VALUES('4', 'URF')
INSERT INTO A_Single_Match(match_id, game_modes)
VALUES('5', 'One For All')
```

```
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Chemtech Drake', '125', '120')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Ancient Krug', '32', '60')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Mini Krug', '13', '60')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Red Brambleback', '56', '80')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Blue Sentinel', '56', '80')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Super minion', '45', '20')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Melee minions', '25', '40')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
```

```
VALUES ('Siege minion', '95', '50')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Caster minions', '22', '30')
INSERT INTO AI-controlled_Entities(name, gold_value, spawning_frequency)
VALUES ('Ultra minion', '1000', '200')
```

```
INSERT INTO Jungle_Monsters(name, buffs)
VALUES ('Chemtech Drake', 'Chemtech Soul')
INSERT INTO Jungle_Monsters(name, buffs)
VALUES ('Ancient Krug', NULL)
INSERT INTO Jungle_Monsters(name, buffs)
VALUES ('Mini Krug', NULL)
INSERT INTO Jungle_Monsters(name, buffs)
VALUES ('Red Brambleback', 'Crest of Cinders')
INSERT INTO Jungle_Monsters(name, buffs)
VALUES ('Blue Sentinel', 'Crest of Insight')
```

```
INSERT INTO Minions(name, team)
VALUES ('Super minions', 'blue')
INSERT INTO Minions(name, team)
VALUES ('Melee minions', 'blue')
INSERT INTO Minions(name, team)
VALUES ('Siege minions', 'red')
INSERT INTO Minions(name, team)
VALUES ('Caster minions', 'red')
INSERT INTO Minions(name, team)
VALUES ('Ultra minions', 'blue')
```

```
INSERT INTO Players1(rank, banner)
VALUES('Gold', 'Gold Banner')
INSERT INTO Players1(rank, banner)
VALUES('Bronze', 'Bronze Banner')
INSERT INTO Players1(rank, banner)
VALUES('Gold', 'Gold Banner')
INSERT INTO Players1(rank, banner)
VALUES('Silver', 'Silver Banner')
INSERT INTO Players1(rank, banner)
VALUES('Silver', 'Silver Banner')
INSERT INTO Players1(rank, banner)
VALUES('Challenger', 'Challenger Banner')
INSERT INTO Players1(rank, banner)
VALUES('Challenger', 'Challenger Banner')
INSERT INTO Players1(rank, banner)
VALUES('Diamond', 'Diamond Banner')
```



```

INSERT INTO Players3(level, total_played_hours)
VALUES('257', '2570')
INSERT INTO Players3(level, total_played_hours)
VALUES('1', '10')
INSERT INTO Players3(level, total_played_hours)
VALUES('300', '3000')
INSERT INTO Players3(level, total_played_hours)
VALUES('200', '2000')
INSERT INTO Players3(level, total_played_hours)
VALUES('100', '1000')
INSERT INTO Players3(level, total_played_hours)
VALUES('10000', '100000')
INSERT INTO Players3(level, total_played_hours)
VALUES('5000', '50000')
INSERT INTO Players3(level, total_played_hours)
VALUES('2000', '20000')

```

```

INSERT INTO Players4(ID, server, rank, level)
VALUES('Baba Beeswax', 'NA', 'Gold', '257')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('Billy', 'JPN', 'Bronze', '1')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('Jeanette', 'CN', 'Gold', '300')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('Kohei', 'JPN', 'Silver', '200')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('Yuh', 'NA', 'Silver', '100')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('Hide on Bush', 'KR', 'Challenger', '10000')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('ppgod', 'CN', 'Challenger', '5000')
INSERT INTO Players4(ID, server, rank, level)
VALUES ('Ilman', 'NA', 'Diamond', '2000')

```

```

INSERT INTO Streamers(ID, server, Stream_schedule)
VALUES ('Billy', 'JPN', 'Every Friday 7:00 pm to 10:00 pm')
INSERT INTO Streamers(ID, server, Stream_schedule)
VALUES ('Jeanette', 'CN', 'Every Saturday 10:00 pm to 12:00 pm')
INSERT INTO Streamers(ID, server, Stream_schedule)
VALUES ('Baba Beeswax', 'NA', 'Every Sunday 1:00 am to 10:00 pm')
INSERT INTO Streamers(ID, server, Stream_schedule)
VALUES ('Kohei', 'JPN', 'Every day 3:00 am to 11:00pm')
INSERT INTO Streamers(ID, server, Stream_schedule)
VALUES ('Yuh', 'NA', 'Every Monday 3:00 am to 11:00pm')

```

```

INSERT INTO Pro_Players-belong(ID, server, team_name, position, last_stated_date)
VALUES ('Hide on Bush', 'KR', 'T1', 'Mid', '02/01/2013')
INSERT INTO Pro_Players-belong(ID, server, team_name, position, last_stated_date)
VALUES ('ppgod', 'CN', 'Victory Five', 'Support', '12/01/2021')
INSERT INTO Pro_Players-belong(ID, server, team_name, position, last_stated_date)
VALUES ('Baba Beeswax', 'NA', 'Evil Geniuses', 'Mid', '07/25/2022')
INSERT INTO Pro_Players-belong(ID, server, team_name, position, last_stated_date)
VALUES ('Ilman', 'NA', 'Cloud9', 'Mid', '01/13/2022')
INSERT INTO Pro_Players-belong(ID, server, team_name, position, last_stated_date)
VALUES ('Billy', 'JPN', 'DetonationN FocusMe', 'ADC', '06/27/2022')

```

```

INSERT INTO Sponsors(Company_name)
VALUES ('Mastercard')
INSERT INTO Sponsors(Company_name)
VALUES ('Secretlab')
INSERT INTO Sponsors(Company_name)
VALUES ('Amazon')
INSERT INTO Sponsors(Company_name)
VALUES ('OPPO')
INSERT INTO Sponsors(Company_name)
VALUES ('Red Bull')

```

```

INSERT INTO Esport_Teams(Team_name, World_rank)
VALUES ('T1', '2')
INSERT INTO Esport_Teams(Team_name, World_rank)
VALUES ('Victory Five', '1')
INSERT INTO Esport_Teams(Team_name, World_rank)
VALUES ('Evil Geniuses', '3')
INSERT INTO Esport_Teams(Team_name, World_rank)
VALUES ('Cloud9', '4')
INSERT INTO Esport_Teams(Team_name, World_rank)
VALUES ('DetonationN FocusMe', '5')

```

```

INSERT INTO Buy(Champion_name, item_name)
VALUES ('Ahri', 'Rabadon's Deathcap')
INSERT INTO Buy(Champion_name, item_name)
VALUES ('Hecarim', 'Divine Sunderer')
INSERT INTO Buy(Champion_name, item_name)
VALUES ('Vel'koz', 'Crown of the Shattered Queen')
INSERT INTO Buy(Champion_name, item_name)
VALUES ('Aatrox', 'Goredrinker')
INSERT INTO Buy(Champion_name, item_name)
VALUES ('Lulu', 'Moonstone Renewer')

```

```
INSERT INTO In(name, match_id)
VALUES ('Ahri', '1')
INSERT INTO In(name, match_id)
VALUES ('Hecarim', '2')
INSERT INTO In(name, match_id)
VALUES ('Vel'koz', '3')
INSERT INTO In(name, match_id)
VALUES ('Aatrox', '4')
INSERT INTO In(name, match_id)
VALUES ('Lulu', '5')
```

```
INSERT INTO Kills(champion_name, AI_controlled_entity_name)
VALUES ('Ahri', 'Chemtech Drake')
INSERT INTO Kills(champion_name, AI_controlled_entity_name)
VALUES ('Ahri', 'Ancient Krug')
INSERT INTO Kills(champion_name, AI_controlled_entity_name)
VALUES ('Hecarim', 'Ancient Krug')
INSERT INTO Kills(champion_name, AI_controlled_entity_name)
VALUES ('Hecarim', 'Mini Krug')
INSERT INTO Kills(champion_name, AI_controlled_entity_name)
VALUES ('Lulu', 'Super Minion')
```

```
INSERT INTO Play(match_id, player_id, server, win_or_lose)
VALUES ('1', 'Billy ', 'JPN', 'TRUE')
INSERT INTO Play(match_id, player_id, server, win_or_lose)
VALUES ('2', 'Jeanette', 'CN', 'FALSE')
INSERT INTO Play(match_id, player_id, server, win_or_lose)
VALUES ('3', 'Kohei', 'JPN', 'FALSE')
INSERT INTO Play(match_id, player_id, server, win_or_lose)
VALUES ('4', 'Baba Beeswax', 'NA', 'TRUE')
INSERT INTO Play(match_id, player_id, server, win_or_lose)
VALUES ('5', 'Yuh', 'NA', 'TRUE')
```

```
INSERT INTO Streamer_Sponsors(company_name, ID, Server)
VALUES ('Mastercard', 'Billy', 'JPN')
INSERT INTO Streamer_Sponsors(company_name, ID, Server)
VALUES ('Luis Vuitton', 'Baba Beeswax', 'NA')
INSERT INTO Streamer_Sponsors(company_name, ID, Server)
VALUES ('OPPO', 'Jeanette', 'CN')
INSERT INTO Streamer_Sponsors(company_name, ID, Server)
VALUES ('Red Bull', 'Kohei', 'JPN')
INSERT INTO Streamer_Sponsors(company_name, ID, Server)
VALUES ('Secretlab', 'Yuh', 'NA')
```

```
INSERT INTO Esport_Sponsors(company_name, team_name)
VALUES ('Mastercard', 'T1')
INSERT INTO Esport_Sponsors(company_name, team_name)
VALUES ('Louis Vuitton,', 'Victory Five')
INSERT INTO Esport_Sponsors(company_name, team_name)
VALUES ('Secretlab', 'Evil Geniuses')
INSERT INTO Esport_Sponsors(company_name, team_name)
VALUES ('OPPO', 'Cloud9')
INSERT INTO Esport_Sponsors(company_name, team_name)
VALUES ('Red Bull', 'DetonationN FocusMe')
```