CREATE DATABASE [IF NOT EXISTS] LOLdatabase;

-- 英雄表 (Heroes)

CREATE TABLE Heroes (

Hero\_ID CHAR(15) ,

Hero\_Name VARCHAR(15) NOT NULL,

Profession VARCHAR(50) NOT NULL,

Race VARCHAR(50) NOT NULL,

Position VARCHAR(50) NOT NULL,

Skills VARCHAR(255) NOT NULL,

PRIMARY KEY (Hero\_ID,Hero\_Name)

);

-- 物品表 (Items)

CREATE TABLE Items (

Item\_ID CHAR(15) PRIMARY KEY,

Item\_Name VARCHAR(15) NOT NULL,

Price INT NOT NULL,

Attributes INT NOT NULL,

Type VARCHAR(50) NOT NULL,

Effect INT NOT NULL

);

-- 符文表 (Runes)

CREATE TABLE Runes (

Rune\_ID CHAR(15) PRIMARY KEY,

Rune\_Name VARCHAR(15) NOT NULL,

Attributes INT NOT NULL,

Effect INT NOT NULL

);

-- 皮肤表 (Skins)

CREATE TABLE Skins (

Skin\_ID CHAR(15) PRIMARY KEY,

Skin\_Name VARCHAR(15) NOT NULL,

Unlocked BOOLEAN NOT NULL,

Progress\_Achievements CHAR(7) NOT NULL

);

-- 玩家表 (Players)

CREATE TABLE Players (

Player\_ID CHAR(15) PRIMARY KEY,

Player\_Name VARCHAR(15) NOT NULL,

Hero\_Mastery\_Level CHAR(7) NOT NULL,

Kills INT NOT NULL COMMENT '总击杀',

Deaths INT NOT NULL COMMENT '总死亡',

Assists INT NOT NULL COMMENT '总助攻'

);

考虑实际情况，加上一个联合唯一索引

create index players\_Player\_ID\_Player\_Name\_index  
 on players (Player\_ID, Player\_Name);

-- 比赛表 (Matches)

CREATE TABLE Matches (

Match\_ID CHAR(15) PRIMARY KEY,

Match\_DateTime DATETIME NOT NULL,

Losing\_Team\_ID CHAR(15) NOT NULL,

Winning\_Team\_ID CHAR(15) NOT NULL,

Duration VARCHAR(50) NOT NULL,

Result INT NOT NULL

);

-- 匹配系统表 (Matchmaking)

CREATE TABLE Matchmaking (

Matchmaking\_ID CHAR(15) PRIMARY KEY,

Player\_ID CHAR(15) NOT NULL,

Match\_History INT[] NOT NULL, -- 数组类型可能需要根据具体的数据库系统进行调整

Ranking\_Match\_Results INT NOT NULL,

FOREIGN KEY (Player\_ID) REFERENCES Players(Player\_ID)

);

-- 比赛详情表 (Match\_Details)

CREATE TABLE Match\_Details (

Match\_ID CHAR(15),

Player\_ID CHAR(15),

Hero\_ID CHAR(15),

Kills INT,

Deaths INT,

Assists INT,

Gold INT,

Minion\_Kills INT,

PRIMARY KEY (Match\_ID, Player\_ID),

UNIQUE (Match\_ID, Hero\_ID), -- 添加唯一约束

FOREIGN KEY (Match\_ID) REFERENCES Matches(Match\_ID),

FOREIGN KEY (Player\_ID) REFERENCES Players(Player\_ID),

FOREIGN KEY (Hero\_ID) REFERENCES Heroes(Hero\_ID)

);

-- 创建Player\_Items表

CREATE TABLE Player\_Items (

Match\_ID CHAR(15),

Player\_ID CHAR(15),

Item\_ID CHAR(15),

PRIMARY KEY (Match\_ID, Player\_ID, Item\_ID),

FOREIGN KEY (Match\_ID) REFERENCES Matches(Match\_ID),

FOREIGN KEY (Player\_ID) REFERENCES Players(Player\_ID),

FOREIGN KEY (Item\_ID) REFERENCES Items(Item\_ID)

);

用于记录物品

-- 团队表 (Teams)

CREATE TABLE Teams (

Team\_ID CHAR(15) NOT NULL,

Player\_ID CHAR(15) NOT NULL UNIQUE, -- 将Player\_ID设置为唯一键

Team\_Name VARCHAR(15) NOT NULL,

Role VARCHAR(50) NOT NULL,

PRIMARY KEY (Team\_ID, Player\_ID),

FOREIGN KEY (Player\_ID) REFERENCES Players(Player\_ID)

);