-- 插入示例数据到英雄表 (Heroes)  
INSERT INTO Heroes (Hero\_ID, Hero\_Name, Profession, Race, Position, Skills) VALUES  
('H001', 'lcx', 'Warrior', 'Human', 'Tank', '阴阳挪移'),  
('H002', 'tjh', 'Mage', 'Elf', 'Support', '披坚执锐'),  
('H003', 'jy', 'Assassin', 'Orc', 'Damage', '豆浆烩面'),  
('H004','cj','斩马仙人','Human','Assist','振刀'),  
('H005', '未命名', 'Assassin', 'Orc', 'Damage', '未命名'),  
('H006', '222', 'Assassin', 'Orc', 'Damage', '豆浆烩面2'),  
('H007', 'cj大号', 'Assassin', 'Orc', 'Damage', '无敌下劈');  
  
INSERT INTO Heroes (Hero\_ID, Hero\_Name, Profession, Race, Position, Skills) VALUES  
('H008','真不知叫什么','MAS','Human','Tank','逃跑'),  
('H009','原神一号','YUANSHEN','Monster','Tank','你玩原神吗'),  
('H010','原神2号','YUANSHEN','Monster','Tank','不玩原神');  
  
-- 插入示例数据到物品表 (Items)  
INSERT INTO Items (Item\_ID, Item\_Name, Price, Attributes, Type, Effect) VALUES  
('I001', '斩马刀', 1000, 10, '冷兵器', 5),  
('I002', '未命名武器', 1500, 20, '热武器', 10),  
('I003', '枪', 500, 5, '远程', 2),  
('I005', '菜刀', 1020, 10, '冷兵器', 5),  
('I004', '尖叫鸡', 1000, 10, '冷兵器', 7),  
('I006', '太刀', 1000, 10, '冷兵器', 5);  
  
  
  
-- 插入示例数据到玩家表 (Players)  
INSERT INTO Players (Player\_ID, Player\_Name, Hero\_Mastery\_Level, Kills, Deaths, Assists) VALUES  
('P001', 'chenjian', 'Level90', 100, 50, 150),  
('P002', 'luochenxi', 'Level3', 80, 60, 90),  
('P003', 'jiangyang', 'Level7', 120, 40, 160),  
('P004', 'tujiahao', 'Level7', 120, 40, 160),  
('P005', '岳山', 'Level1', 120, 40, 160),  
('P006', '狐狸', 'Level10', 120, 40, 160),  
('P007', '大佛', 'Level7', 120, 40, 160);  
  
INSERT INTO Players (Player\_ID, Player\_Name, Hero\_Mastery\_Level, Kills, Deaths, Assists) VALUES  
('P008','player2','Level22',500, 250,300),  
('P009','player3','Level22',500, 250,300),  
('P010','player4','Level22',500, 250,300);  
  
  
  
  
  
-- 插入示例数据到比赛表 (Matches)  
INSERT INTO Matches (Match\_ID, Match\_DateTime, Losing\_Team\_ID, Winning\_Team\_ID, Duration) VALUES  
('M001', '2023-05-01 14:00:00', '不组你一手', '组你一手', '30m'),  
('M002', '2023-05-02 15:00:00', '不组你一手', '组你一手','40m'),  
('M003', '2023-05-02 16:00:00', '不组你一手', '组你一手', '30m'),  
('M004', '2023-05-03 14:00:00', '不组你一手', '组你一手', '30m'),  
('M005', '2023-05-05 14:00:00', '组你一手', '不组你一手', '30m'),  
('M006', '2023-05-06 14:00:00', '不组你一手', '组你一手', '30m'),  
('M007', '2023-05-07 16:00:00', '不组你一手', '组你一手', '30m'),  
('M008', '2023-05-08 14:00:00', '不组你一手', '组你一手', '30m'),  
('M009', '2023-05-09 14:00:00', '不组你一手', '组你一手', '30m'),  
('M010', '2023-05-10 14:00:00', '不组你一手', '组你一手', '30m'),  
('M011', '2023-05-11 14:00:00', '不组你一手', '组你一手', '30m');  
  
  
  
  
-- 插入示例数据到比赛详情表 (Match\_Details)  
INSERT INTO Match\_Details (Match\_ID, Player\_ID, Hero\_ID, Kills, Deaths, Assists,Gold,Minion\_Kills) VALUES  
('M001', 'P001', 'H001', 10, 2, 15,0,0),  
('M001', 'P002', 'H002', 8, 3, 12,0,0),  
('M002', 'P002', 'H003', 12, 1, 18,0,0),  
('M002', 'P001', 'H001', 15, 2, 20,0,0),  
('M003', 'P001', 'H001', 15, 2, 20,0,0),  
('M004', 'P001', 'H001', 15, 2, 20,0,0),  
('M005', 'P001', 'H001', 15, 2, 20,0,0),  
('M006', 'P001', 'H001', 15, 2, 20,0,0),  
('M007', 'P001', 'H001', 15, 2, 20,0,0),  
('M008', 'P001', 'H001', 15, 2, 20,0,0),  
('M009', 'P001', 'H001', 15, 2, 20,0,0),  
('M010', 'P001', 'H001', 15, 2, 20,0,0),  
('M011', 'P001', 'H001', 15, 2, 20,0,0);  
  
INSERT INTO Match\_Details (Match\_ID, Player\_ID, Hero\_ID, Kills, Deaths, Assists,Gold,Minion\_Kills) VALUES  
('M001','P003','H005',25,10,3,2,5),  
('M002','P003','H005',25,10,3,10,80),  
('M003','P003','H005',25,10,3,60,70),  
('M004','P003','H005',25,10,3,20,50),  
('M005','P003','H005',25,10,3,40,90),  
('M006','P003','H005',25,10,3,40,80),  
('M007','P003','H005',25,10,3,5,5),  
('M008','P003','H005',25,10,3,5,5),  
('M009','P003','H005',25,10,3,40,70),  
('M010','P003','H005',25,10,3,40,4),  
('M011','P003','H005',25,10,3,47,24);  
  
INSERT INTO Match\_Details(Match\_ID, Player\_ID, Hero\_ID, Kills, Deaths, Assists, Gold, Minion\_Kills) VALUES  
('M003','P006','H007',10,50,80,20,60),  
('M004','P007','H007',10,50,80,20,60),  
('M005','P008','H007',10,50,80,20,60),  
('M006','P008','H007',10,50,80,20,60),  
('M007','P008','H007',10,50,80,20,60);  
  
  
  
INSERT INTO Teams (Team\_ID, Player\_ID, Team\_Name, Role) VALUES  
('组你一手', 'P001', 'TeamA', 'Leader'),  
('组你一手', 'P002', 'TeamA', 'Member'),  
('组你一手', 'P003', 'TeamA', 'Member'),  
('组你一手', 'P004', 'TeamA', 'Member'),  
('组你一手', 'P005', 'TeamA', 'Member'),  
('不组你一手', 'P006', 'TeamB', 'Leader'),  
('不组你一手', 'P007', 'TeamB', 'Member');  
  
  
INSERT INTO Teams (Team\_ID, Player\_ID, Team\_Name, Role) VALUES  
('不组你一手', 'P008', 'TeamB', 'Leader');  
  
-- 插入数据到Player\_Items表  
INSERT INTO Player\_Items (Match\_ID, Player\_ID, Item\_ID) VALUES  
('M001', 'P001', 'I001'),  
('M001', 'P001', 'I002'),  
('M001', 'P002', 'I002'),  
('M002', 'P001', 'I001'),  
('M002', 'P001', 'I003'),  
('M002', 'P003', 'I003');