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Assignment 1

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My database will be called League Champions and the purpose of my database is to keep track of champions win rates over the weeks and make graphs to see the progress or decline in champions win rates. Also, in this database I’m going to keep track of items you buy on champions to show the most popular builds on each champion. To show players the most popular champions played with their win rate plus the best items to use. There are many sites that track champions win rates and item builds, but one thing they lack is showing popular champions by skill rank. For example, one champion might be busted in high elo but terrible in low elo and that comes from player skill and knowledge of the game overall. So, what I plan to do is show each champions win rate per “section” the way Ill section the divisions are “low elo” is iron – gold, “mid elo” is plat – diamond, “high elo” is master – grandmaster, and finally is challenger is (.01%) of players. My services is for people to see what champs are in meta or overall doing well in that patch or week. You can also see the decrease or increase of win rates of the week. My website will be supported mainly from Chicago Ill. We will have 8 employees, 2 employees per “elo”. This will help keep the website updated. How the 2 employees will work together is one employee will keep track of win rates for their “elo” and the other employee will keep track of items bought for each champion. The way the database will work is their will be one big table and in the table their will be a row for each champion and for each champion their will be a win rate that continuously changes by the end of the week the employee figures out the change in win rate and will input the data. The other employee will keep track of popular item for each champion and for each role the champion can play. Another thing the database will keep track of is the popularity of the champion in each role (Top, Jungle, Mid, ADC, Support) and what items work for each role. Finally, there will be a small explanation why certain item are good for that champion in that role. The reason why I think this database will be good for the league of legends community is for the sole purpose of knowledge of the game. If you are low elo you are still trying to learn the game, and I feel that when they look at OP.GG or other league sites. All the get from it is that a champion is good, not why their good or what item to build and why or even what elo there are played at. And if people use my website, I feel they will climb higher for the sole purpose of knowledge of the game. Some other small things my website will have is runes for the champion and who counters them and why the champion counters them. Within in each champion I will add a link to YouTube to show the player to a video that goes in depth of the champion like how to play them or what makes them strong and their overall weakness. I know I’ll have small info, but if the player wants more in depth about the champion, then the YouTube video will help them grow on that champion. Overall, I think if the player using my website uses all of the info in the site and takes it seriously, they will see improvement in their games and see a gain in the elo system and feel accomplished and enjoy playing the game.