Meeting 2 about Project Checkpoint 1

Focusing on UML and E/R Diagrams

We are focusing on UML first

We are using this video link to help us:

https://www.youtube.com/watch?v=zid-MVo7M-E

We decided to use lucidchart to make better diagrams than google drawings

Following the video

      Our system is a website that holds the database of our champion and displays them.
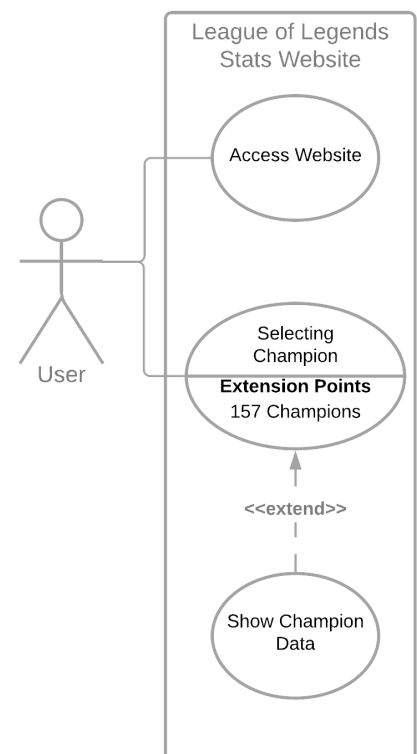
      Our primary actor for us is the user/player

      Our use cases are

            Going to the website

            Clicking on the champion you want to look closer

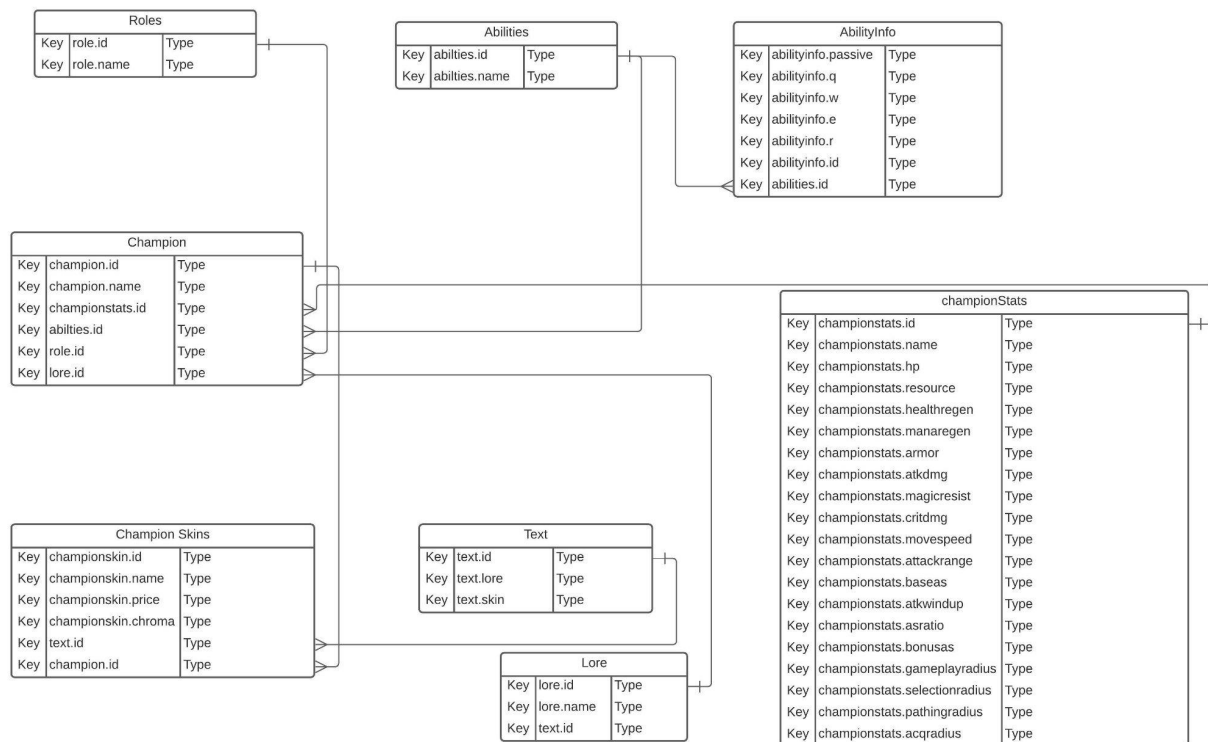We created the following UML Diagram based off of the

video:

League of Legends Stats Website

- Access Website
- Selecting Champion
  - **Extension Points**
  - 157 Champions
- <<extend>>
- Show Champion Data

User

Now, we are going to start working on refining the E/R Diagram.

We used the video here to help us refine our original even further.

https://www.youtube.com/watch?v=QpdhBUYk7Kk

Here is our result for today.

Roles		
Key	role.id	Type
Key	role.name	Type

Abilities		
Key	abilties.id	Type
Key	abilties.name	Type

AbilityInfo		
Key	abilityinfo.passive	Type
Key	abilityinfo.q	Type
Key	abilityinfo.w	Type
Key	abilityinfo.e	Type
Key	abilityinfo.r	Type
Key	abilityinfo.id	Type
Key	abilities.id	Type

Champion		
Key	champion.id	Type
Key	champion.name	Type
Key	championstats.id	Type
Key	abilties.id	Type
Key	role.id	Type
Key	lore.id	Type

championStats		
Key	championstats.id	Type
Key	championstats.name	Type
Key	championstats.hp	Type
Key	championstats.resource	Type
Key	championstats.healthregen	Type
Key	championstats.manaregen	Type
Key	championstats.armor	Type
Key	championstats.atkdmg	Type
Key	championstats.magicresist	Type
Key	championstats.critdmg	Type
Key	championstats.movespeed	Type
Key	championstats.attackrange	Type
Key	championstats.baseas	Type
Key	championstats.atkwindup	Type
Key	championstats.asratio	Type
Key	championstats.bonusas	Type
Key	championstats.gameplayradius	Type
Key	championstats.selectionradius	Type
Key	championstats.pathingradius	Type
Key	championstats.acqradius	Type

Champion Skins		
Key	championskin.id	Type
Key	championskin.name	Type
Key	championskin.price	Type
Key	championskin.chroma	Type
Key	text.id	Type
Key	champion.id	Type

Text		
Key	text.id	Type
Key	text.lore	Type
Key	text.skin	Type

Lore		
Key	lore.id	Type
Key	lore.name	Type
Key	text.id	Type

We still need to refine the ERD diagram in later meetings.