1.0 Group Composition

Cu, Monica Keisha
Dasal, Megan Kei
Dimaunahan, Sean Kyle
Lozada, Job

2.0 Why is this Database System important to be developed

As one of the leading first-player shooter games in 2024, Valorant established itself as a major player in the esports industry. As the Valorant competitive scene grew, a more comprehensive database containing information such as player statistics and equipment distribution became more apparent. A database application is essential for tracking this information, leading to more informed decision making and a deeper understanding of team dynamics and player performance that can further boost the esports industry.

3.0 Records Management

Player Record Management	(Last Name, First Name, Age, Nationality) Including viewing a specific player record and the list of teams they have played for.	assigned to Megan Kei Dasal
Player Equipments' Record Management	(Keyboard Brand, Monitor Brand, Audio Wearables Brand, Mouse Brand, Video Resolution, Dots Per-Inch [DPI], Sensitivity) Including viewing a specific player's settings and the number of matches where these settings were used as well as win rate.	assigned to Job Lozada
Teams Record Management	(Team, Region, Country, Win Rate) Including viewing a specific team and the list of matches they have won or lost.	assigned to Sean Kyle Dimaunahan
Map Match Record Management	(Map, Match Wins, Match Losses, Round Wins, Round Losses, Attack First, Defend First) Including viewing a specific map and the list of teams that have played on it.	assigned to Monica Keisha Cu

4.0 Transactions

Keeping records of Professional Valorant players and teams will involve the following transaction:

Updating or changing a player's individual settings will involve the following data and operations assigned to Megan Kei Dasal
   a. Creating a player and setting their individual settings
   b. Reading the record of available teams and players
   c. Choosing a player from the record of players
   d. Updating records of their equipment and settings
   e. Deleting a player from the records.

Changing a team's roster of players will involve the following data and operations assigned to Monica Keisha Cu
   a. Reading the record of available teams
   b. Checking the current team of the player
   c. Checking if the current team or the new team of the player is participating in a tournament
   d. Recording the new team of the player of interest
   e. Updating the roster of the old team to not include the player
   f. Updating the roster of the new team to add the player
   g. Deleting a player from the team selected

Adding or deleting a team from the database will involve the following data and operations assigned to Sean Kyle Dimaunahan
   a. Creating a new team and adding it to the record
   a. Reading the record of all teams
   b. Updating the record of all teams to include the new team
   c. Checking if the team being deleted is participating in any tournament.
   d. Checking if the team being deleted has any players in its roster
   e. Deleting the records of players in the deleted team or moving the players to another team

Setting what teams are participating in a tournament will involve the following data and operations assigned to Job Lozada
   a. Reading the record of all teams
   b. Checking if the team is participating in any other tournament in the same time frame
   c. Adding the team to the tournament roster, if valid
   d. Updating the list of teams participating in a tournament
   e. Removing a team from the tournament roster

5.0 Reports to be Generated
   1. Teams' Roster Changes Report (Assigned to Megan Kei Dasal)
      - This report consolidates data from the teams and players records for a specific year. It provides a summary of team roster changes, including the number of players joining or leaving each team
   2. Players' Equipment Report (Assigned to Job Lozada)
      - This report merges data from players and their equipment records for a specific year. It tracks the equipment used by players, categorizing and aggregating data on types of equipment (e.g., mouse brand/model) and their distribution among players.
   3. Teams' Maps Win/Loss Report (Assigned to Monica Keisha Cu)
      - This report compiles data from teams and map match records for a given year, tracking the win/loss performance of teams on specific Valorant maps both on attacking and defending sides.
   4. First-Time Players Report (Assigned to Sean Kyle Dimaunahan)
      - This report integrates data from teams and players for a specific year. It monitors the debut of rookie players in the Valorant Championships Tournament, detailing which teams they joined for their starting year.