

CSC343 Term Project - Discussion

Group members:
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Questions:

- Q1. Who are the youngest players that have won a world champion? Return players' name, their age at that time and the League they were from.
- Q2. Which two teams have the most fate with each other? In other words, which two teams meet each other mostly in World Championship matches and how many times do they meet?
- Q3. What is the name of the team that faced the most "tough games" in World Championships? "Tough game" is a match in which two teams have competed for the entire five rounds. Use each team's full name.

Discussion:

In this project, we choose one of the most famous online game League of Legend as domain. We collect data of world championship of this game from season 1 to season 10 (one season each year) and analysis it. We only take the semi-final matches and the final matches of the championship. Although we couldn't find any prepared data from the Internet, so I insert all the data one by one, it's a unique experience for me. Due to this reason, I am more familiar with the structure of the schema and the information in each table hence it's easier for me to write queries and check for the answer.

For the result, my queries successfully output all the answers that I am looking for.

- Q1 outputs that there are three players that won a world champion at 17 years old and one player that won a world champion at 25 years old. Also the League they were from tells me three out of these four players are from LCK, which is in Korea.
- Q2 outputs there are two pairs of teams that face each other twice in the world championship.
- Q3 outputs there are 7 teams which had tough games and one team had four tough games in the history of world championship

Overall, I deeply understand the power of SQL on how fast it can analysis data. For example, on Q1, we start with a list of players and their birth year. But we don't know which year they won the championship. Besides that, some players may change team in different season that makes it even harder to find players.