

# YOE Database Architecture & Schema Design

## Core Tables

Teams: id, name, region, league.

Players: id, team\_id, role, identifier.

Matches: id, date, patch, duration, winner.

## Performance Tables

PlayerStats: match\_id, player\_id, kills, deaths, assists, positioning metrics.

TeamStats: match\_id, objectives, gold, vision metrics.

## Draft & Strategy Tables

Drafts: match\_id, picks, bans, win\_probability.

ChampionPools: player\_id, champion, frequency, win\_rate.

## Analytics & AI Tables

ExtractedFeatures: entity\_id, feature\_name, value.

AllInsights: reference\_id, category, explanation\_text, confidence\_score.

## System Tables

APIIngestionLogs, ModelVersions, and AuditLogs for traceability.