**MOBA Game statistic Information System --- Business Requirements**

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1. **Introduction**

This document explains the structure and business requirements of the **MOBA(** Multiplier online battle arena **) Game statistic Information System.**

The system combines a database with a simple UI to help gamer track their stats over time and research the performances of others.The purpose of this system is to provided a convenient experience for gamer to improve skills. In the first phase of the development, data information will be specified , functionalities and several different Analytical queries will be provided.

1. **Data**

**(entity----attributes)**

1. Users---- username, password, email address, gender , In-game account, age,date of birth
2. In-game account---- name,rank game win rate,Normal game win rate, user champion stats,user game stats,tier stats,level
3. User Champion stats ---- champion name , user total champion played
4. Champion name ---- damage, defense, health, skill set, user win rate,user game played,general game played
5. Skill set---- skill information, range,damage
6. General champion stats --- champion total number , champion name, pick rate, win rate
7. Recent played games----game total number, game
8. game ----KDA,damage dealt,tier,team stats
9. Tier stats ---- previous season tier, current season tier
10. Friend list ---- offline, online,black list
11. **Scenarios**
12. Find champion information

Users should be able to review champion information,check general win rate and stats even they do not have an account.

1. Register

Users can register accounts with username, password,email address, gender,age

1. Login

User can login with username and password

1. Link account

User can link his in-game account to the system account

1. Game analysis

User can select a specific game and review game stats

1. Champion analysis

User can select a specific champion and review in game stats

1. Account Update

User can update his account information ,such as changing user name, date of birth

1. **Analytical queries**

----- find champions with highest or lowest win rate

----- find top 100 users with high tire score

----- find top 10 most played champions

----- find the average win rate for each tires

----- find the average damage dealt in each game

1. **Business logic**

**When user asks for game analysis or champion analysis, the system should check if the user have game match history.if it is empty, attmept should be restrict**