

把 player_statistic 中每個玩家在比賽中的 boosts, heals, revives 相加後除以每場比賽的 matchDuration，加總後再除此玩家的參賽次數，稱之為「聖人分數」(saint point)，把聖人分數從高排到低，取 10 個。

Query:

```
SELECT player_statistic.Id,  
       SUM((player_statistic.boosts+player_statistic.heals+player_statistic.revives)/match  
          .matchDuration)/COUNT(match.matchId) AS saint_point  
FROM `player_statistic`  
INNER JOIN `match`  
ON match.matchId=player_statistic.matchId  
GROUP BY player_statistic.Id  
ORDER BY saint_point DESC  
LIMIT 10;
```

Result:

Id	saint_point
74554be92b2f9a	0.04670000
4bd8543175b95a	0.04660000
3be1ded892f443	0.04560000
278331085df640	0.04420000
edfd3c24340b50	0.04410000
1ac3c7d24475c8	0.04180000
5285fda1e32ee8	0.04140000
9caa930ed0bf67	0.03930000
c45bd6917146e2	0.03930000
1f4f2efc86bfc8	0.03900000

10 rows in set (5 min 16.00 sec)