Proyecto Final: Hearthstone

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HEARTHSTONE
HEROES OF WARCRAFT™

TABLAS

1) CARDS.
2) DECKS.
3) PARTIDAS.
4) HISTORIALPARTIDAS.

TABLAS

1) CARDS:

cards(card id:string, playerClass:string, cost:int,
dbfld:string, health:int,attack:int, name:string,
rarity:string, set:string, type:string,
artist:string, collectible:boolean, text:string,
mechnics:string,
race:string, durability:int)

TABLAS

2) DECKS:

decks(deck_id:int,craft cost:string, date:string, deck archetype:string, deck class:string, deck format:string, deck set:string, deck type:string, rating:int, title:string, deck user:string, card0:int, card1:int, card2:int, card3:int, card4:int, card5:int, card6:int, card7:int, card8:int, card9int, card10:int, card11:int, card12:int, card13:int, card14:int, card15:int, card16:int, card17:int, card18:int, card19:int, card20:int, card21:int, card22:int, card23:int, card24:int, card25:int, card26:int, card27:int, card28:int, card29:int)

346071 barajas recopiladas desde el día 2013-05-23 al día 2017-03-19.

TABLAS

3) PARTIDAS:

partidas(match id:int,mode:string,
hero:string, hero deck:string,
opponent:string, opponent deck:string,
coin:boolean, result:string)

16.273 tuplas

TABLAS

4) HISTORIALPARTIDAS:

historialPartidas(match id:int,player number:int,cards.card id:string, turn:int, player:string)

501.800 tuplas

CONSULTAS

1)BUSQUEDA DE CARTA

CONSULTAS

1)BUSQUEDA DE CARTA:

```
1 SELECT name AS nombre,cost AS coste,attack AS ataque ,health AS salud,
     durability AS durabilidad,playerclass AS clase,rarity AS rareza,race AS
     raza,text AS habilidad,dbfld,card_id AS id,SET,TYPE AS tipo,artist AS
     artista,collectible AS coleccionable,mechanics AS mecanicas
2 FROM proyectohs.cards
3 WHERE UPPER(name) LIKE UPPER('%entrada%');
4
```

CONSULTAS

2) BARAJAS POR FECHA

CONSULTAS

2) BARAJAS POR FECHA

```sql
SELECT deck_class AS claseBaraja,deck_archetype AS arquetipo,COUNT(*) AS
    cantidadDeBarajas,AVG(rating) AS ratingpromedio
FROM proyectohs.decks
WHERE date BETWEEN 'date1' AND 'date2' GROUP BY deck_class,deck_archetype
ORDER BY ratingpromedio DESC;

```

CONSULTAS

3) FRECUENCIA DE CARTA EN BARAJA

QUE TAN USADA ES UNA CARTA?

CONSULTAS

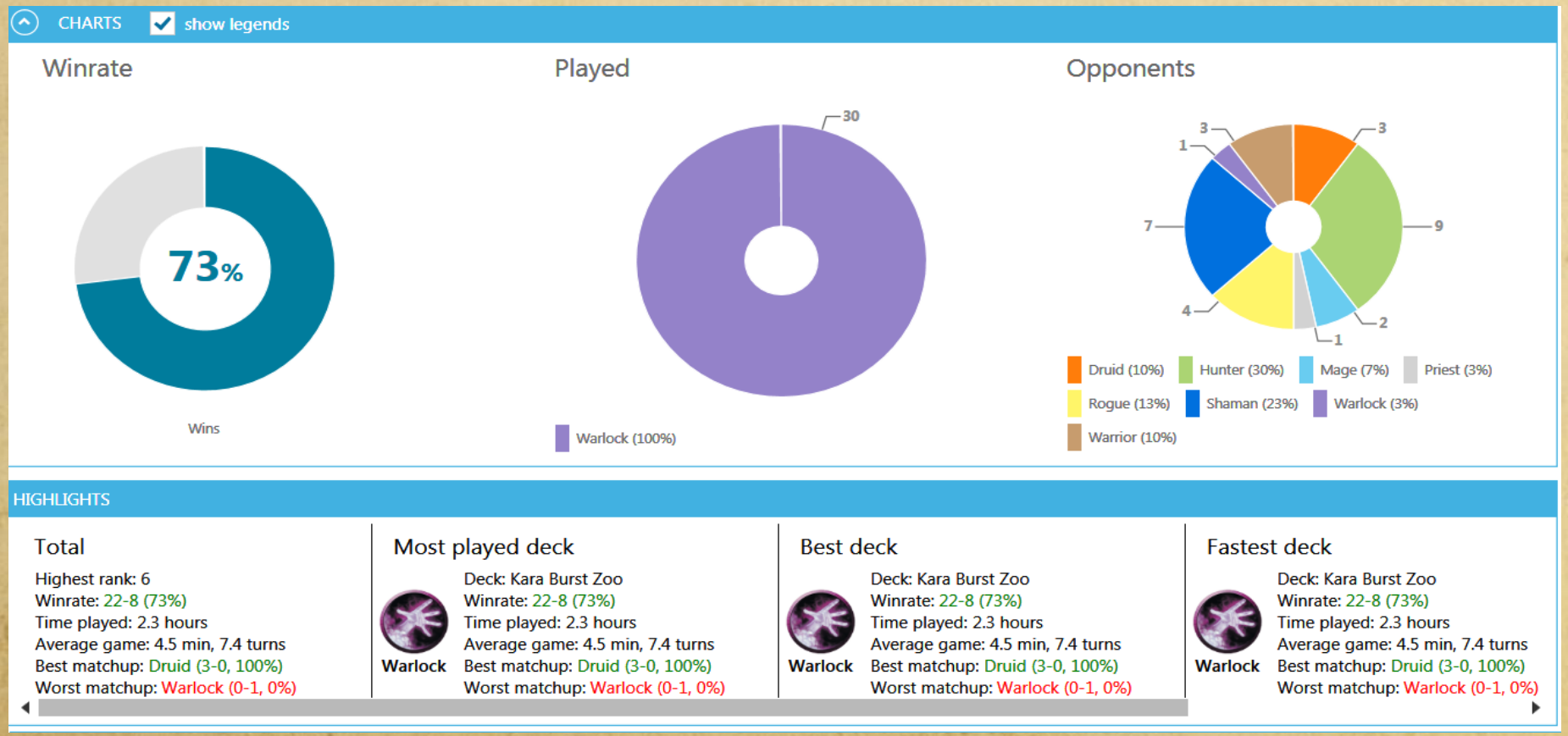
3) FRECUENCIA DE CARTA EN BARAJAS

- Uso de Vistas e Índices

```
1  SELECT DISTINCT x.name AS nombre, deck_class AS Clase,COUNT(*) AS
       cantidadDeBarajas
2  FROM proyectohs.vistaCartasBaraja,(SELECT name,dbfld
3                  FROM proyectohs.cards
4                  WHERE UPPER(name) LIKE UPPER('%entrada%')) x
5  WHERE
6  x.dbfld=CARD_0 OR x.dbfld=CARD_1 OR x.dbfld=CARD_2 OR x.dbfld=CARD_3
7  OR  x.dbfld=CARD_4 OR x.dbfld=CARD_5 OR x.dbfld=CARD_6 OR x.dbfld=CARD_7
8  OR x.dbfld=CARD_8 OR  x.dbfld=CARD_9 OR x.dbfld=CARD_10 OR x.dbfld=CARD_11
9  OR x.dbfld=CARD_12 OR x.dbfld=CARD_13 OR x.dbfld=CARD_14 OR x.dbfld=CARD_15
10 OR  x.dbfld=CARD_16 OR  x.dbfld=CARD_17 OR  x.dbfld=CARD_18
11 OR  x.dbfld=CARD_19 OR  x.dbfld=CARD_20 OR  x.dbfld=CARD_21
12 OR  x.dbfld=CARD_22 OR  x.dbfld=CARD_23 OR  x.dbfld=CARD_24
13 OR  x.dbfld=CARD_25 OR  x.dbfld=CARD_26 OR x.dbfld=CARD_27
14 OR  x.dbfld=CARD_28 OR  x.dbfld=CARD_29
15 GROUP BY (x.name,deck_class) ORDER BY conteo DESC;
16
```

CONSULTAS

- 4) WINRATE



CONSULTAS

4) WINRATE

- Uso de Vistas e Índices

```
1  SELECT d.name AS nombre,d.partidasTotales, (f.ganadasPorMi+e.
       ganadasPorOponente)/d.partidasTotales::float AS Winrate
2  FROM (SELECT z.name,COUNT(*) AS PartidasTotales
3      FROM
4      (SELECT DISTINCT c.name,v.result,v.match_id,v.player,v.turn
5          FROM proyectohs.vistaPartidas v, (SELECT card_id,name
6          FROM proyectohs.cards
7          WHERE UPPER(name) LIKE UPPER('%entrada1%')) c
8          WHERE v.turn<entrada2 AND c.card_id=v.card_id) z GROUP BY z.name) d,
9      (SELECT y.name,COUNT(*) AS GanadasPorOponente
10         FROM (SELECT DISTINCT c.name,v.result,v.match_id,v.player,v.turn
11         FROM proyectohs.vistaPartidas v, (SELECT card_id,name
12         FROM proyectohs.cards WHERE UPPER(name) LIKE UPPER('%entrada1%')) c
13         WHERE v.turn<entrada2 AND c.card_id=v.card_id AND v.player='opponent'
14         AND v.result='loss') y GROUP BY y.name) e,
15     (SELECT x.name,COUNT(*) AS ganadasPorMi
16         FROM (SELECT DISTINCT c.name,v.result,v.match_id,v.player,v.turn
17         FROM proyectohs.vistaPartidas v, (SELECT card_id,name
18         FROM proyectohs.cards WHERE UPPER(name) LIKE UPPER('%entrada1%')) c
19         WHERE v.turn<entrada2 AND c.card_id=v.card_id AND v.player='me'
20         AND v.result='win') x GROUP BY x.name) f
21 WHERE d.name=e.name AND e.name=f.name AND d.name=f.name;
22
```

HearthStone Database

Menú Principal

Busqueda de Cartas

Barajas por Fecha

Frecuencia de Carta en Barajas

Winrate

APLICACIÓN WEB

- Búsqueda de Cartas

Busqueda de Cartas

name	cost	attack	health	durability	playerclass	rarity	race	text	dbfld	card_id	set	type	artist	collectible	mechanics
Archimago	6	4	7	null	NEUTRAL	FREE	null	Daño de hechizo +1	525	CS2_155	CORE	MINION	Steve Ellis	t	SPELLPOWER
Archimago Antonidas	7	5	7	null	MAGE	LEGENDARY	null	Cada vez que lanzas un hechizo, agrega un hechizo "Bola de Fuego" a tu mano.	1080	EX1_559	EXPERT1	MINION	Wayne Reynolds	t	TRIGGER_VISUAL
Archimago Arugal	2	2	2	null	MAGE	LEGENDARY	null	Cada vez que robas un esbirro, agrega una copia a tu mano.	47692	GIL_691	GILNEAS	MINION	James Ryman	t	TRIGGER_VISUAL
Perspicacia del archimago	3	null	null	null	MAGE	null	null	Tus hechizos cuestan (0) este turno.	39759	KARA_00_05	KARA	SPELL	Kevin Chen	null	null
Aprendiz del archimago	2	2	4	null	MAGE	null	null	Cada vez que lanzas un hechizo, coloca una copia en tu mazo.	39763	KARA_00_08	KARA	MINION	Evgeniy Zaqumyenny	null	TRIGGER_VISUAL
Bastón de archimago	0	0	null	3	NEUTRAL	null	null	Al comienzo de tu turno, agrega un hechizo de Mago aleatorio a tu mano.	46422	LOOTA_819	LOOTAPALOOZA	WEAPON	Matt Cavotta	null	TRIGGER_VISUAL

Resultados: 6

APLICACIÓN WEB

- Barajas por Fecha

Barajas por Fecha

deck_class	deck_archetype	cantidaddebarajas	ratingpromedio
Hunter	Reno Hunter	1	15.0000000000000000
Warlock	Renolock	1	5.0000000000000000
Rogue	Miracle Rogue	1	4.0000000000000000
Paladin	Unknown	125	3.0960000000000000
Druid	Yogg Druid	1	3.0000000000000000
Mage	Tempo Mage	1	2.0000000000000000
Warrior	Control Warrior	3	2.0000000000000000
Warrior	Unknown	136	1.7352941176470588
Mage	Unknown	88	1.6931818181818182
Druid	Ramp Druid	2	1.5000000000000000
Warlock	Unknown	87	1.3333333333333333
Shaman	Unknown	86	1.3255813953488372
Hunter	Unknown	74	1.2567567567567568
Druid	Unknown	106	1.2169811320754717
Rogue	Unknown	89	1.1123595505617978
Priest	Unknown	87	1.0344827586206897
Druid	C'Thun Druid	1	1.00000000000000000000
Paladin	Aggroadin	2	1.00000000000000000000
Priest	Dragon Priest	1	1.00000000000000000000
Rogue	C'Thun Rogue	1	1.00000000000000000000
Hunter	Midrange Hunter	1	1.00000000000000000000
Shaman	Aggro Shaman	1	1.00000000000000000000
Shaman	Midrange Shaman	1	1.00000000000000000000
Warlock	Zoolock	1	1.00000000000000000000
Warlock	Malylock	1	0.00000000000000000000

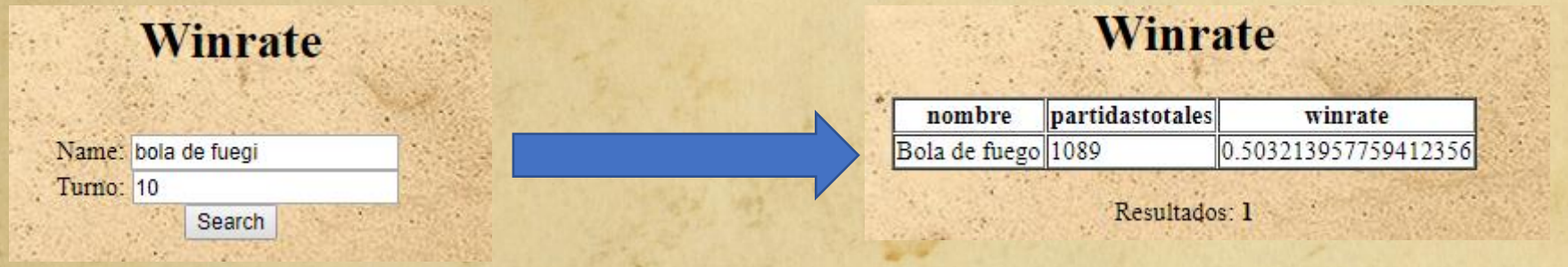
Resultados: **25**

APLICACIÓN WEB

- Frecuencia de carta en barajas

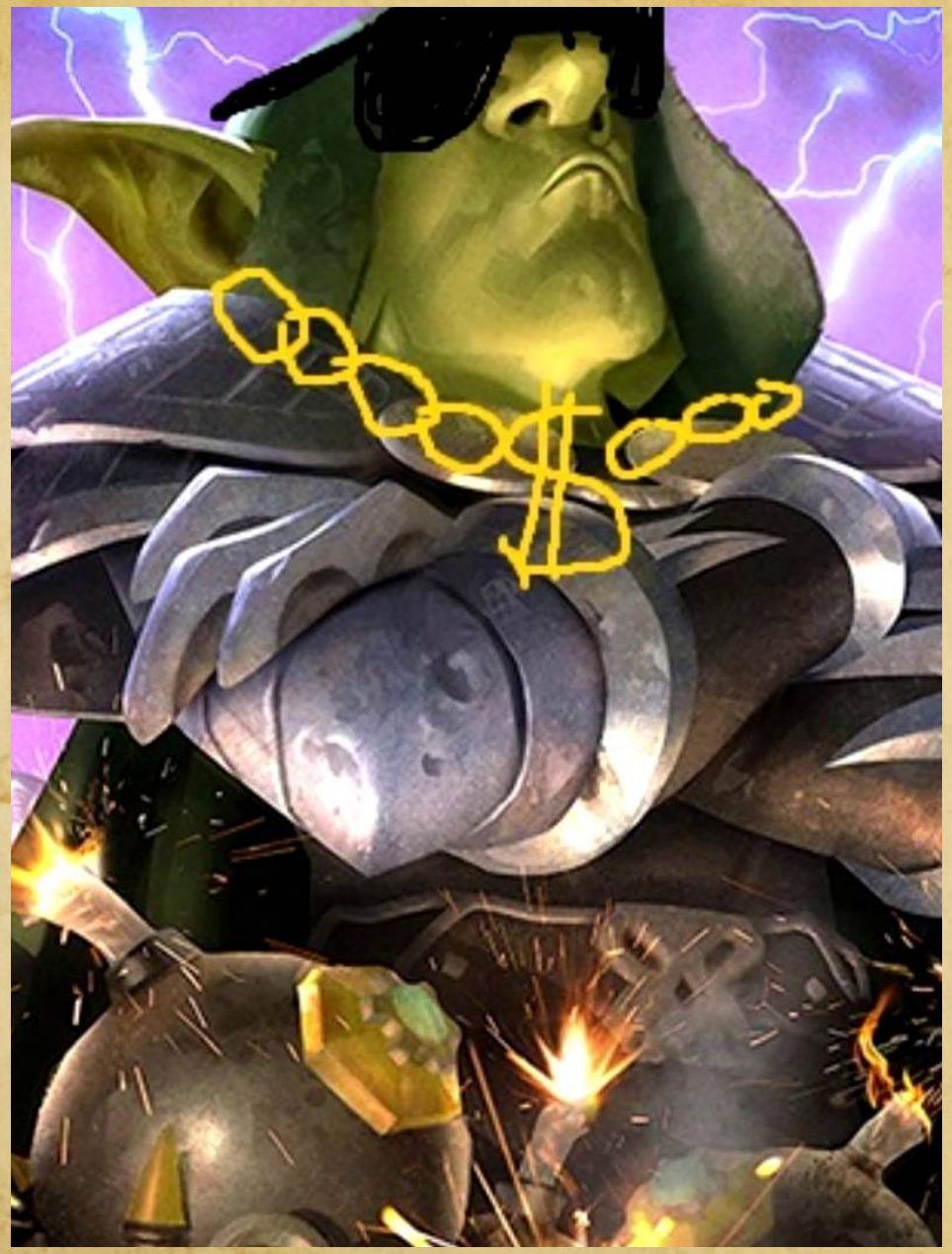
APLICACIÓN WEB

- Winrate



CONCLUSIONES

- Modelo relacional es útil para Organizar datos.
- Las búsquedas son rápidas al Utilizar vistas en la base de datos.
- Poca complejidad a la hora de Combinar sql con web (html+java).



PREGUNTAS?