

My project is about Teamfight Tactics (tft), the intended service is to provide a database to store tft data that might be harder to find and make it easier to perform statistical analysis.

For anyone not familiar with the game, the game is as follows: you play against 8 other players in a free for all, taking turns fighting each other. You gather characters that fight for you, and you gather items that strengthen your characters. Each character has a primary class and a secondary trait, and you try to gather characters with the same class and traits or synergize with each other in other ways.

The data stored in my database are the following:

Players: Users, they have a name, and there are 8 players in any one match of the game.

Augments: Augments are like powerups, and they enhance the player, for example, give the player items or give them more health.

Champions: The characters the players use to battle each other.

Components: The previously mentioned items that the players can give to champions to make them stronger.

Classes: A champion's class, can be things like paladin, sniper, fighter, mage, etc. A class can have any amount of champions in it but a champion can only have at most 2 classes.

Origins: Similar to a champion class, but is more based off of the faction that champion is in. Any origin can have any amount of champions, but a champion can have at most 2 origins. However, All champions must have an origin. There are unique origins with only one champion.

Role: The champion's role in fighting, for example, a tank role would be to soak up damage.

Effect: A special effect the champion has. For example, a champion can give a shield to another champion that prevents them from taking damage, or stun an opposing champion.

Team Composition: Contains any amount of champions, belongs to any amount of players. A player may only have 1 team composition at a time.