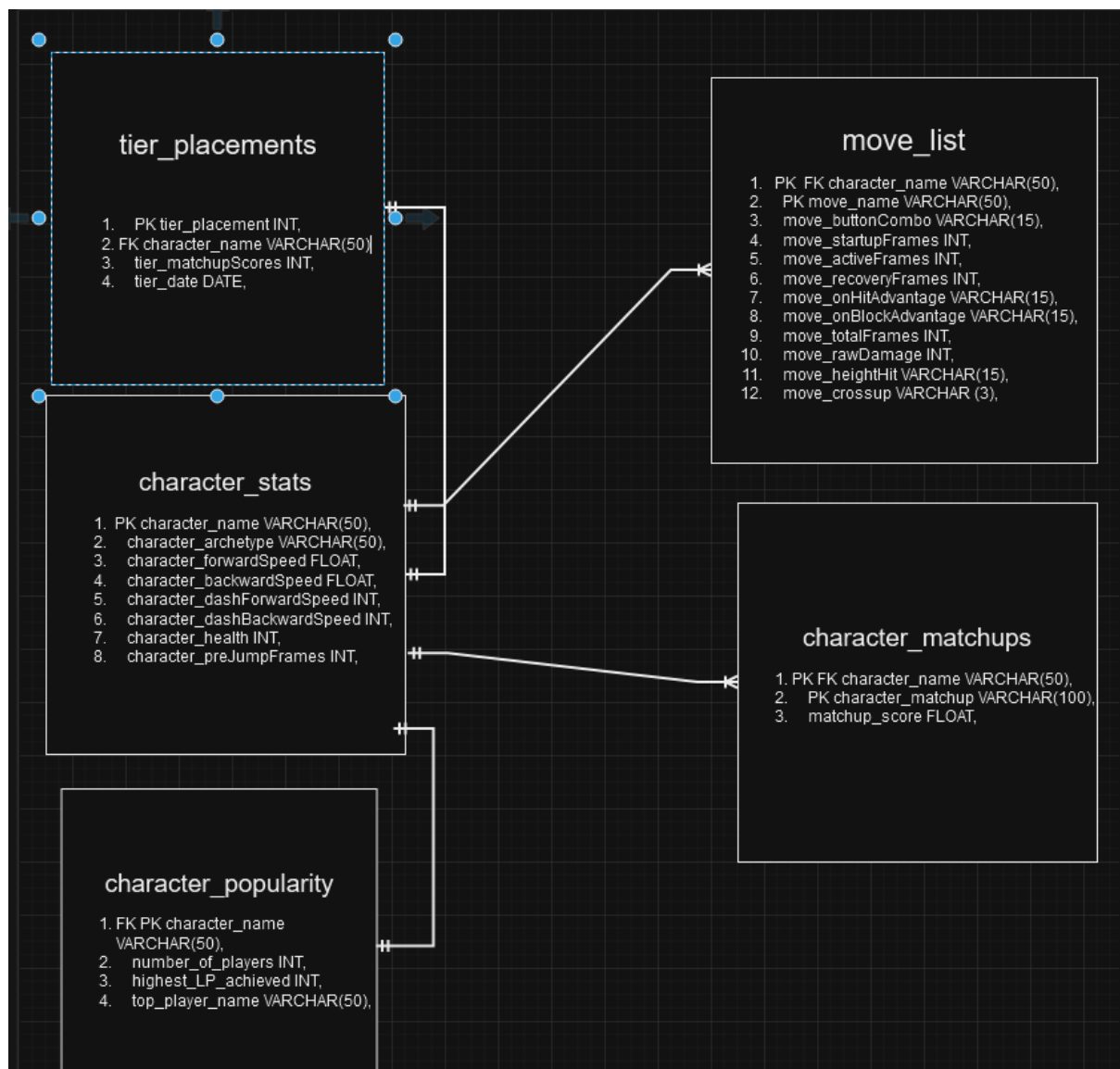
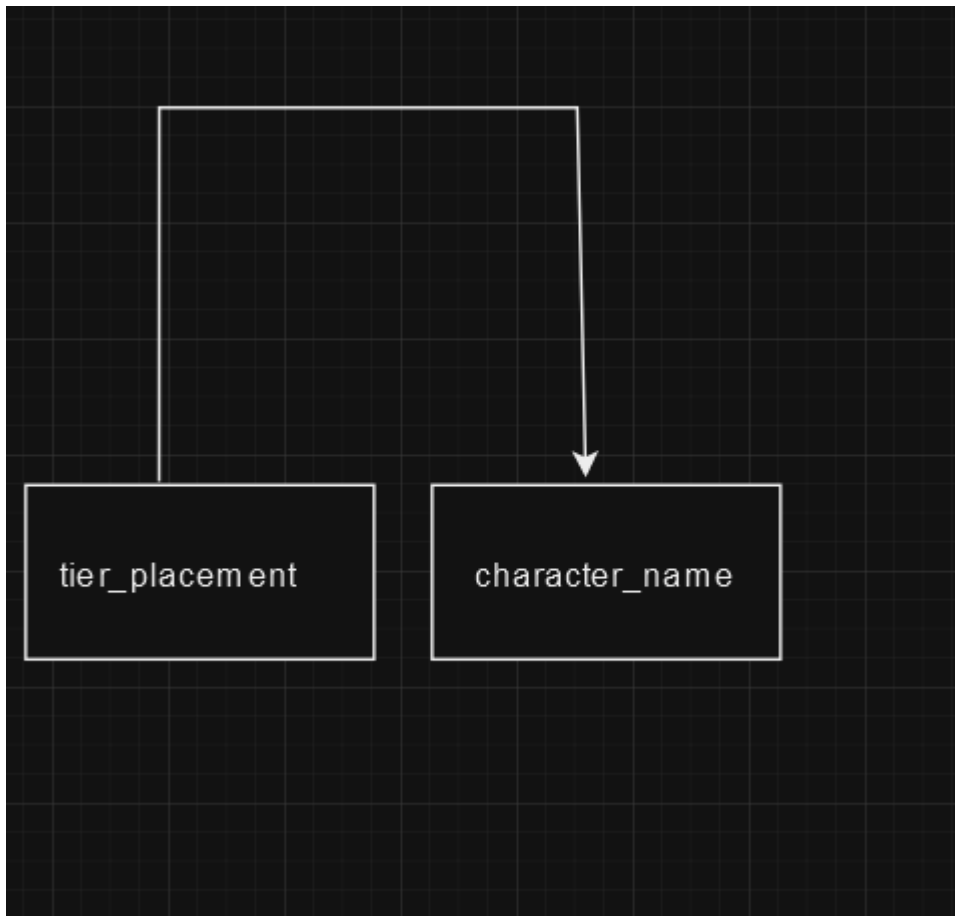


## Internal Schema for Streetfighter6\_character\_statistics;

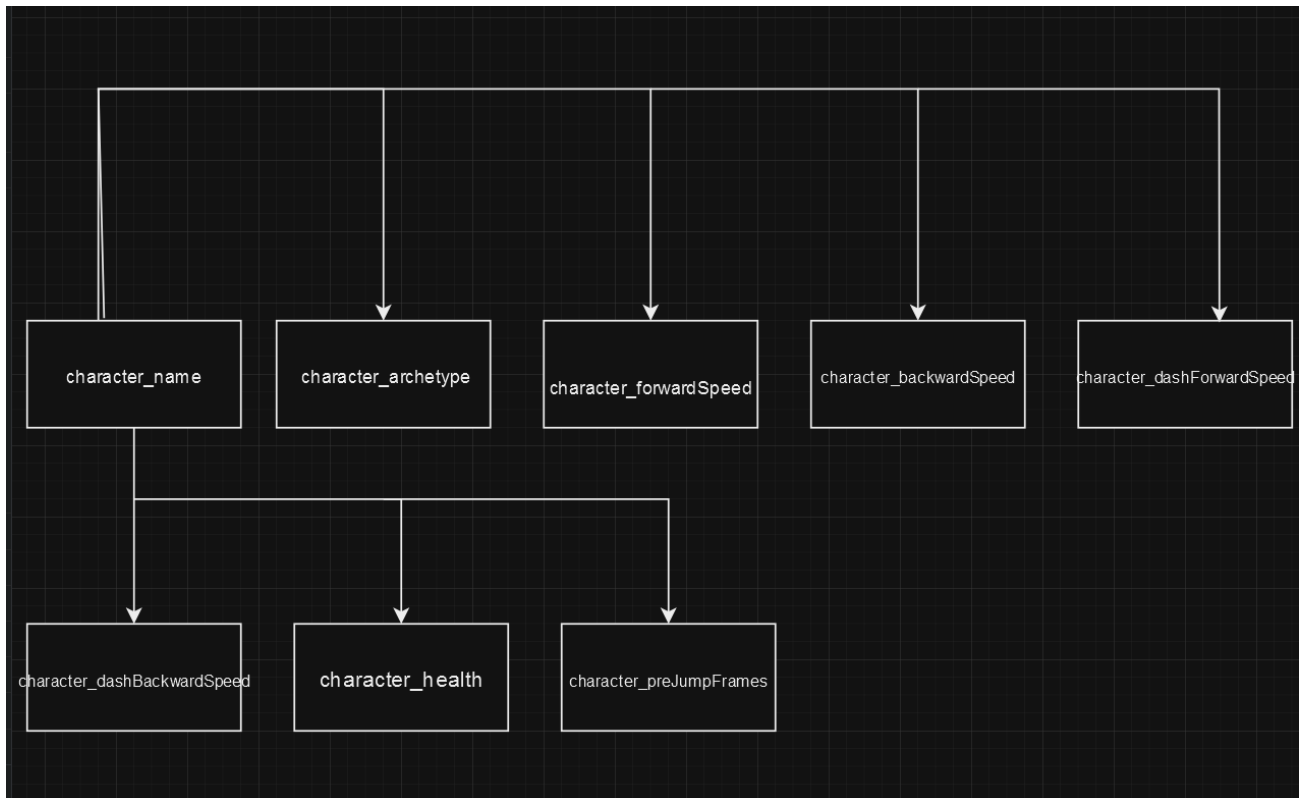


Our Database is composed of 5 tables which all describe information surrounding the characters in the game roster in and out of the game: character stats acting as the parent table to the other tables , character popularity describes how much each character is played online and who has the highest “league point” achieved (as in highest win to lose ration in the world with that character),tier\_placement which describes how strong the character is considered by the community,move\_list lists each characters moves and their associated stats and finally character\_matchups describes how each likely each character is likely to win against another character from 0 to 10 (i.e the matchup a VS b is 10/0 in favour of a, aka b will never win).

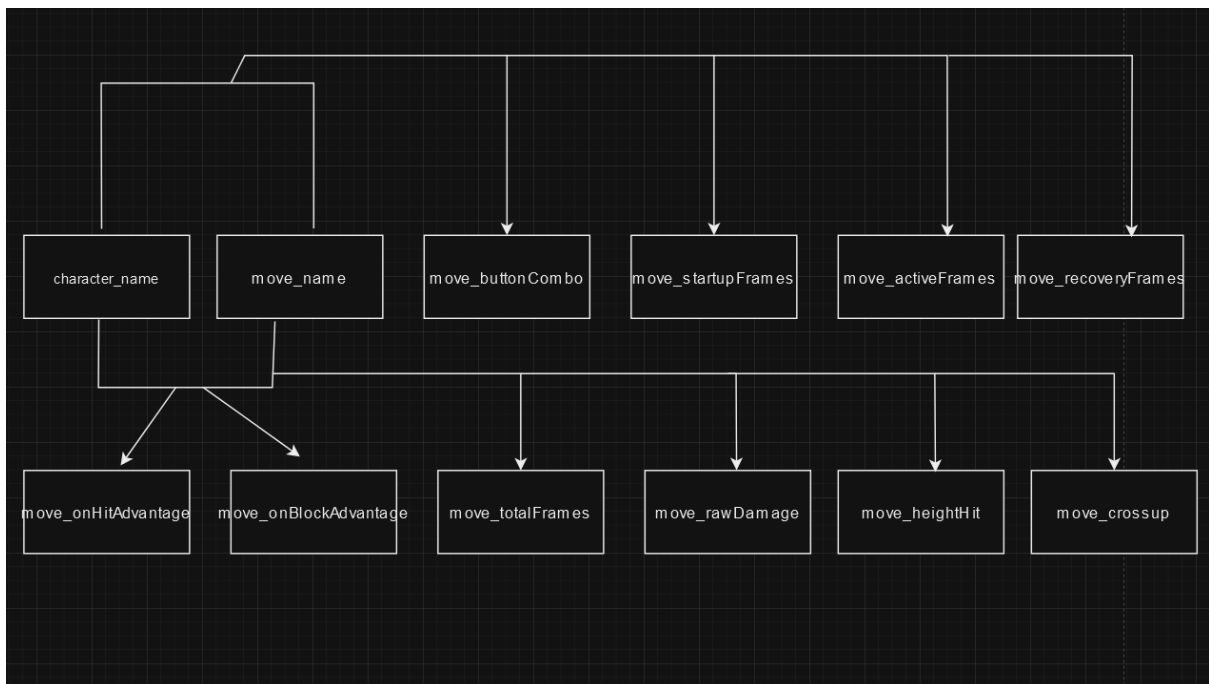
TIER\_PLACEMENT:



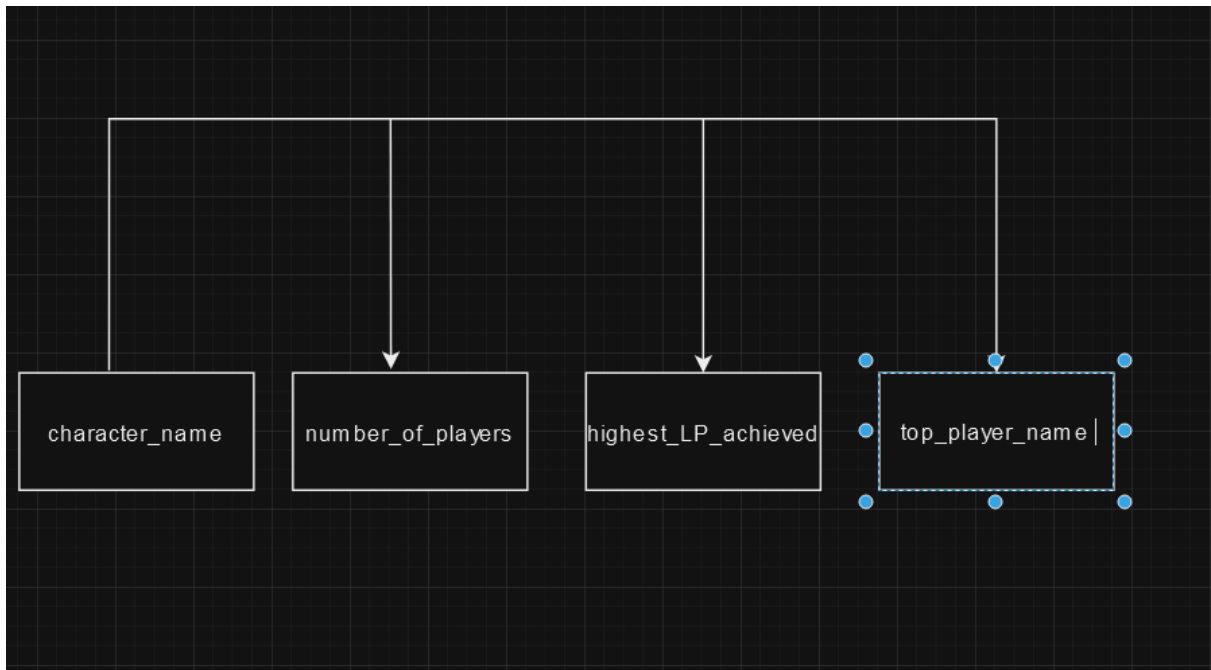
CHARACTER\_STATS:



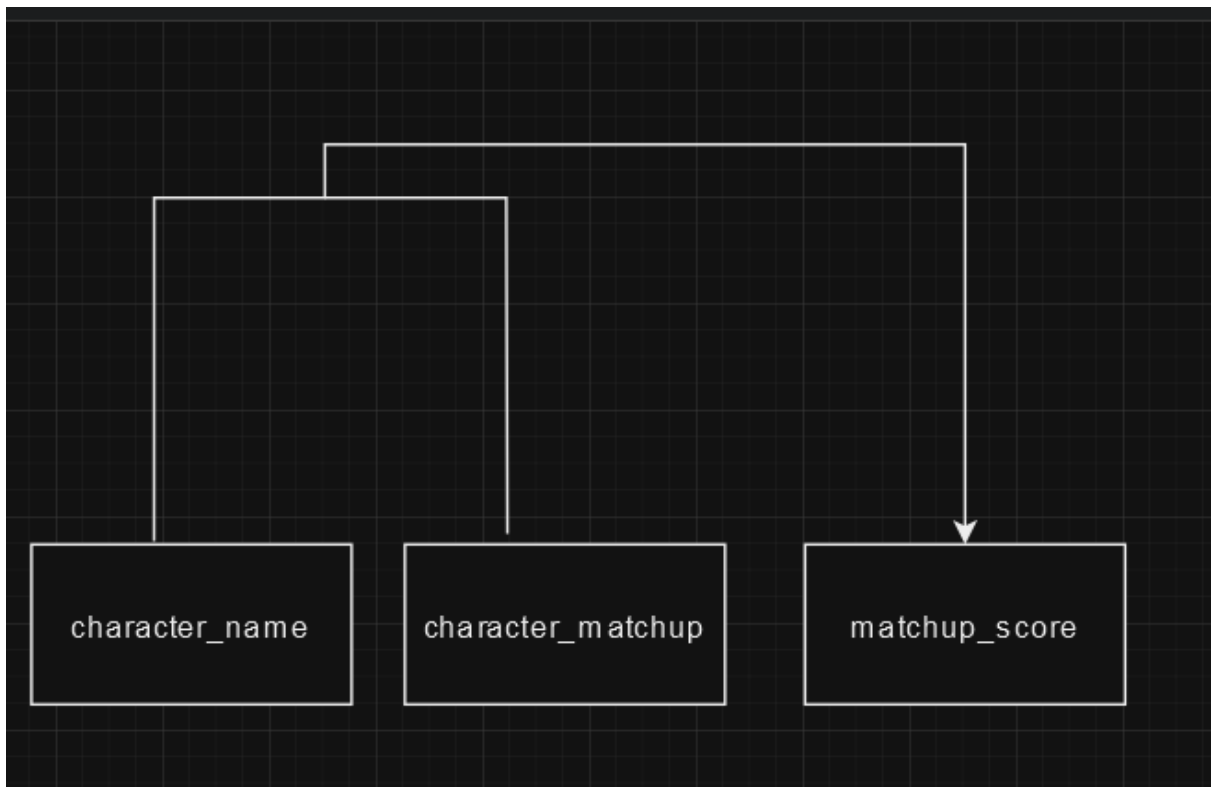
#### MOVE\_LIST:



#### CHARACTER\_POPULARITY:



CHARACTER\_MATCHUP:



All tables are free of multi variable columns, partial and transitive dependencies making our database into a third normal form. All tables under character\_stats are dependent on the primary key "character\_name" preventing any data from being registered if a new character is not inserted first into character\_stats.