Project description

a. Domain: League of Legends, Statistical analysis, Meta insights
b. Our project will focus on storing and analyzing performance statistics for every League of Legends champion including win rate, pick rate and ban rate.
   Firstly, Players will be able to use the database to find which champs are currently strong or popular. For example, a player unsure of which jungler to pick in the current patch could sort champions by win rate within the jungle role, helping them make an optimal choice.

   Beyond the casual playerbase, the database can also benefit esports players and professional teams. They can study champion trends in high-level play, identify strong picks or counterpicks, and make better decisions when preparing for matches.
   Additionally, Riot developers will be able to use the database to balance the game with information on champions in the current patch. They can analyse how strong a champion is in high-level games vs. low-level games and track whether a champion needs to be buffed or nerfed in future matches.

Database specifications

- Players will be able to sort champions based on performance stats such as win rate, pick rate, and ban rate, filtered by role or patch version.
- The database can support matchup analysis which allows players to find good counterpicks and understand a champion's advantage and disadvantage in different matchups.
- The database will allow users to compare how a champion's performance changes across patches. This helps developers understand how strengthening, weakening, or item changes have affected the game.

Application platform

- **Database**: Oracle
- **Backend**: Java
- **Frontend**: PHP
- **Version Control**: GitHub