

MIND MAP

<https://www.mindmeister.com/app/map/3099341132>

TABLES

Grupo **Matches** (Dados do Jogo)

- matchId: int
- dataVersion: ints
- participantpuuid (0-9): str
- gameDuration: int
- gameCreation: TIMESTAMP.
- gameVersion: float
- mapId: int
- gameMode: str
- gameType: str

Grupo **Teams** (Dados dos Times)

- matchId: int
- teamId: int
- side: str
- win: bool
- firstBlood: bool
- firstTower: bool
- firstInhibitor: bool
- firstBaron
- firstDragon
- firstHerald: bool
- championKills: int
- towerKills: int
- inhibitorKills: int
- baronKills: int
- dragonKills: int
- riftHeraldKills: int

Grupo **Bans** (Dados de Banimentos)

- matchId: int.
- teamId: int
- championId: int
- championName: str
- pickTurn: int

Grupo **Players_Stats** (Stats dos Jogadores por partida)

- matchId: Identificador único da partida.
- puuid: int
- participantId: str
- teamId: int
- championId: int
- lane: str
- role: str
- individualPosition: str
- teamPosition: str
- timePlayed: int
- championName: str
- championTransform: int
- champExperience: int
- champLevel: int
- win: bool
- kills: int
- firstBloodKill: bool
- firstBloodAssist: bool
- deaths: int
- totalTimeSpentDead: int
- longestTimeSpentLiving: int
- assists: int
- killingSprees: int
- largestKillingSpree: int
- doubleKills: int
- tripleKills: int
- quadraKills: int
- pentaKills: int
- largestMultiKill: int
- unrealKills: int
- baronKills: int
- dragonKills: int
- turretKills: int
- firstTowerKill: bool
- firstTowerAssist: bool

- turretTakedowns: int
- turretsLost: int
- inhibitorKills: int
- inhibitorTakedowns: int
- inhibitorsLost: int
- nexusKills: int
- nexusTakedowns: int
- nexusLost: int
- objectivesStolen: int
- objectivesStolenAssists: int
- totalMinionsKilled: int
- neutralMinionsKilled: int
- totalAllyJungleMinionsKilled: int
- totalEnemyJungleMinionsKilled: int
- goldEarned: int
- goldSpent: int
- bountyLevel: int
- item0: int
- item1: int
- item2: int
- item3: int
- item4: int
- item5: int
- item6: int
- itemsPurchased: int
- consumablesPurchased: int
- spell1Casts: int
- spell2Casts: int
- spell3Casts: int
- spell4Casts: int
- summoner1Casts: int
- summoner1Id: int
- summoner2Casts: int
- summoner2Id: int
- damageDealtToBuildings: int
- damageDealtToObjectives: int
- damageDealtToTurrets: int
- damageSelfMitigated: int
- magicDamageDealt: int
- magicDamageDealtToChampions: int
- magicDamageTaken: int
- physicalDamageDealt: int
- physicalDamageDealtToChampions: int
- physicalDamageTaken: int
- trueDamageDealt: int
- trueDamageDealtToChampions: int

- trueDamageTaken: int
- totalDamageDealt: int
- totalDamageDealtToChampions: int
- largestCriticalStrike: int
- totalDamageShieldedOnTeammates: int
- totalDamageTaken: int
- totalHeal: int
- totalHealsOnTeammates: int
- totalUnitsHealed: int
- timeCCingOthers: int
- totalTimeCCDealt: int
- detectorWardsPlaced: int
- sightWardsBoughtInGame: int
- visionScore: int
- visionWardsBoughtInGame: int
- wardsKilled: int
- wardsPlaced: int
- gameEndedInEarlySurrender: bool
- gameEndedInSurrender: bool
- teamEarlySurrendered: bool
- placement: ??
- eligibleForProgression ??
- subteamPlacement ??
- playerSubteamId: int

Grupo **Challenges** (Dados dos Jogadores - Challenges)

- matchId: Identificador único da partida.
- participantId: int
- challenges (lista):

Grupo **Pings** (Dados dos Jogadores - Challenges)

- matchId: Identificador único da partida.
- participantId: int
- allInPings: int
- assistMePings: int
- baitPings: int
- basicPings: int
- commandPings: int
- dangerPings: int
- enemyMissingPings: int
- enemyVisionPings: int
- getBackPings: int
- holdPings: int

- `needVisionPings: int`
- `onMyWayPings: int`
- `pushPings: int`
- `visionClearedPings: int`

Grupo **Perks** (Dados dos Jogadores - Challenges)

- `matchId`: Identificador único da partida.
- `participantId: int`
- `perks:`

Grupo **Players** (Dados dos Jogadores)

- `puuid: int`
- `summonerId: str`
- `summonerLevel: int`
- `summonerName: str`
- `riotIdGameName: str`
- `riotIdTagline: str`