IT214 DBMS PROJECT

Special Ops

Introduction

Welcome to the COD Analyzer Mini World—a data-driven application dedicated to analyzing Call of Duty matches. COD is a renowned online game series known for its intense battles and competitive gameplay.

Objective

Our platform collects, processes, and visualizes match data to provide insights into player performance, strategies, and game dynamics. Join us as we explore the depths of the Call of Duty universe through data analysis.

Application Users

1. COD Login User
2. Google Login Users
3. Facebook Login Users

Description

The following is a description of our database for COD Mobile.

Account Login :

The users must first sign in using any of the options listed above, then proceed to the main page, where they must fill out the details listed in the database, such as the player's name, date of birth, age, country, and so on, before being able to play the match.But if they have already logged in once then they can reopen their account by providing their user_id and password.

Match and game mode selection :

In COD Mobile, various match types exist including multiplayer, ranked matches, battle royale, and tournaments. Additionally, apart from multiplayer and ranked matches, there are diverse gameplay modes such as frontline, search and destroy, free for all, team deathmatch, etc.Each match played by the user will be identified by a unique match_id. Depending on the match type, players will receive scores that contribute to their level or rank advancement.

Maps :

For each match type, there are a series of maps available for the users to choose and play, where each map is identified by its unique map_id.

Customization :

Users have the option to personalize their player's appearance with accessories like costumes, backpacks, and helmets, each contributing to a unique accessory id. Subsequently, they can choose their preferred type of gun for the selected map. The available arsenal encompasses various types including assault rifles, sniper rifles, marksman rifles, light machine guns, and submachine guns, each distinguished by a unique weapon_id. Depending on the chosen gun type, users will have access to different firearms, each characterized by its distinct gun_id, gun_name, and attributes such as accuracy, range, fire rate, mobility, and damage.

Based on the provided description, users decide whether to customize their gun using the extensions available in the designated inventory for each specific firearm. In this inventory, users can select from various attachments including scopes, magazines, grips, barrels, stocks, suspensions, foregrips, and lasers, each uniquely identified by their IDs and names.

Users have the option to customize their guns based on the skins they possess. These skins, identified by their unique skin_id, can be unlocked depending on the user's level, rank, or points earned from winning matches.

Social Connectivity :

Another feature available to users is the ability to add other players as friends. This allows them to track their friend's progress and also engage in multiplayer matches together.

Tier-Based Matchmaking :

Tier-Based Matchmaking will be useful for the players for an Balanced Gameplay.Here the Players will be ranked based on tiers, which will range from low to high. Matches will be organized accordingly, with players of similar tiers competing against each other. If players prefer not to participate in ranked matches, they will be matched based on their levels in non-ranked matches.

Tentative List of Queries

1. Total number of registered users.
2. List all available game modes.
3. Retrieve the top 10 players with the highest rank advancement in the last month:.
4. Most commonly selected map for multiplayer matches.
5. List all available gun types along with their attributes.
6. Number of matches played by each player.
7. Average score achieved by players in each game mode.
8. List of players who have played the most matches on a specific map.

9. Identify players who have achieved a win streak of at least 10 matches in a row.
10. Retrieve the top 5 players with the highest average score per match in ranked multiplayer matches, along with their total number of matches played.

Thank You