

Players (ID, nickname, server location, MMR, team MMR)

Nickname -> ID

ID -> NickName, MMR, team MMR, Server Location

Games (ID, time, Dire score, Radiant score, ranked, game mode, winner)

ID -> time, Dire score, Radiant score, Ranked, Game Mode, winner

HeroPlayed (Player.ID, Game.ID, Hero.ID, team, win, kills, deaths, assists, last hits, denies, healing, tower damage, damage done)

PlayerID, Game.ID -> HeroID, Team, Kills, Deaths, Assists, Last hits, Denies, Healing,
Tower dmg, damage done

HeroStats(ID, Name, Damage, Int, Agi, Str, Int gain, Agi gain, Str gain, BAT, ASPD, Armor, Magic resist, range, speed, cast time, backswing)

ID -> Name, Damage, Int, Agi, Str, Int gain, Agi gain, Str gain, BAT, ASPD, Armor, Magic resist,
range, speed, cast time, backswing