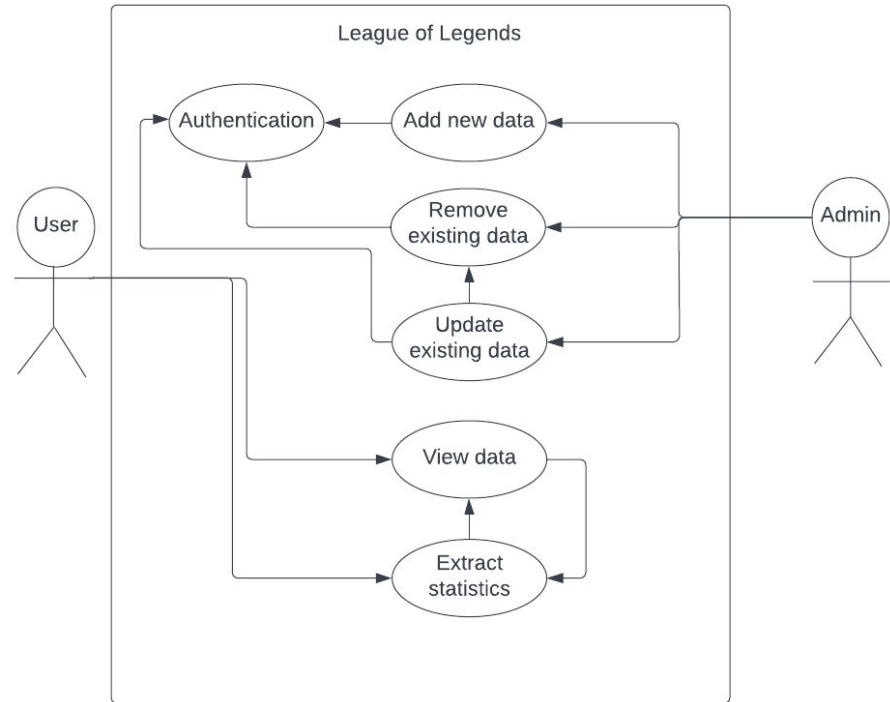# League of Legends

By Joshua Terriquez and Sunita Thao

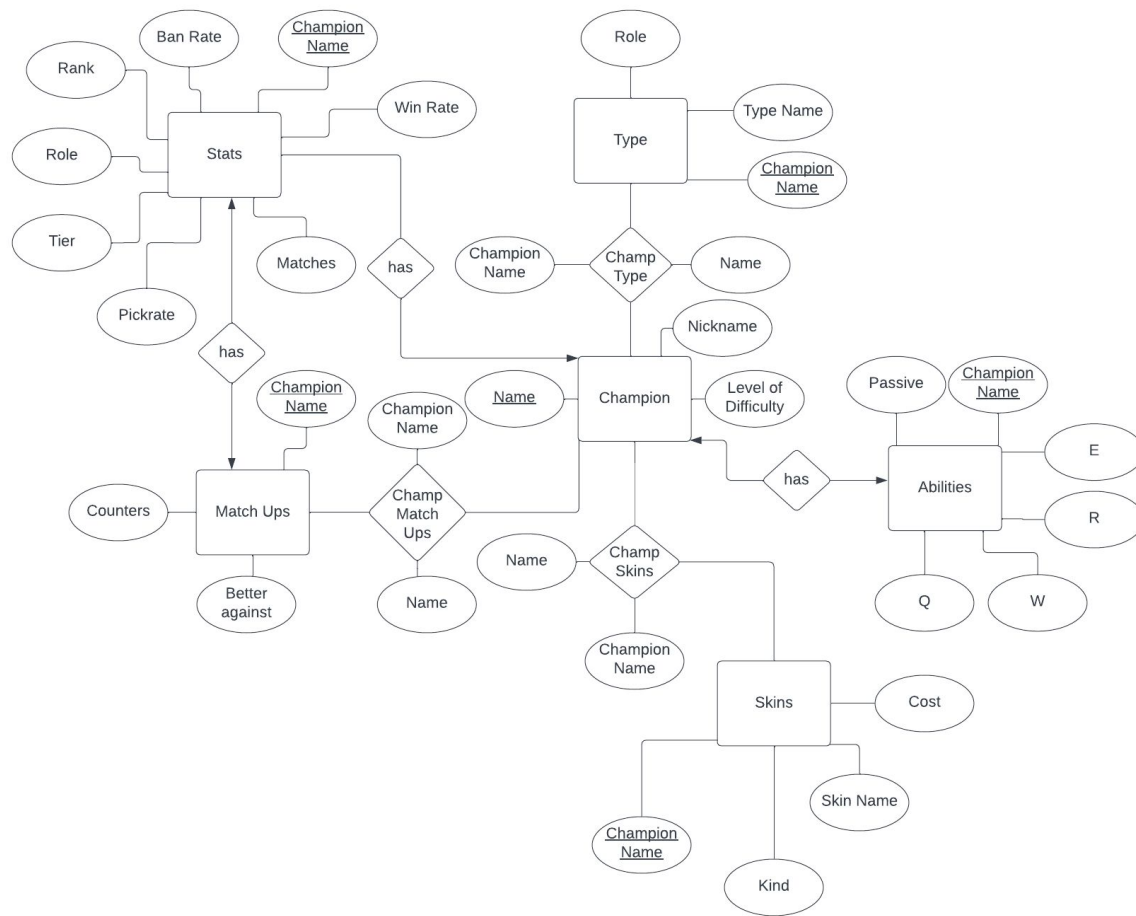# System Description

- User will be able to visualize the data
- User will be able to extract statistics of existing data (By doing so, they'll be able to compare data like one champion to another.)

- User will be able to add data
- User will be able to remove data
- User will be able to update information on existing data (abilities, in-game characters,stats)

Use-Case Diagram

E/R Diagram

Relational Schema

Stats

st_champ_name	VARCHAR(20)
st_role	VARCHAR(20)
st_tier	CHAR(20)
st_pickrate	INT
st_matches	INT
st_rank	VARCHAR(20)
st_banrate	INT
st_winrate	INT

Type

t_champ_name	VARCHAR(20)
t_name	VARCHAR(20)
t_role	VARCHAR(20)

Champ Type

c_name	VARCHAR(20)
t_champ_name	VARCHAR(20)

Abilities

a_champ_name	VARCHAR(20)
a_passive	VARCHAR(45)
a_qability	VARCHAR(45)
a_wability	VARCHAR(45)
a_eability	VARCHAR(45)
a_rability	VARCHAR(45)

Match Ups

mu_champ_name	VARCHAR(20)
bad_mu_name	VARCHAR(20)
good_mu_name	VARCHAR(20)

Champ Match Ups

c_name	VARCHAR(20)
mu_champ_name	VARCHAR(20)

Champion

c_name	VARCHAR(20)
c_nickname	VARCHAR(20)
c_difficulty	VARCHAR

Champ Skins

c_name	VARCHAR(20)
sk_champ_name	VARCHAR(20)

Skins

sk_champ_name	VARCHAR(20)
sk_name	VARCHAR(20)
sk_cost	INT
sk_skin_kind	VARCHAR(20)