



# League of Legends

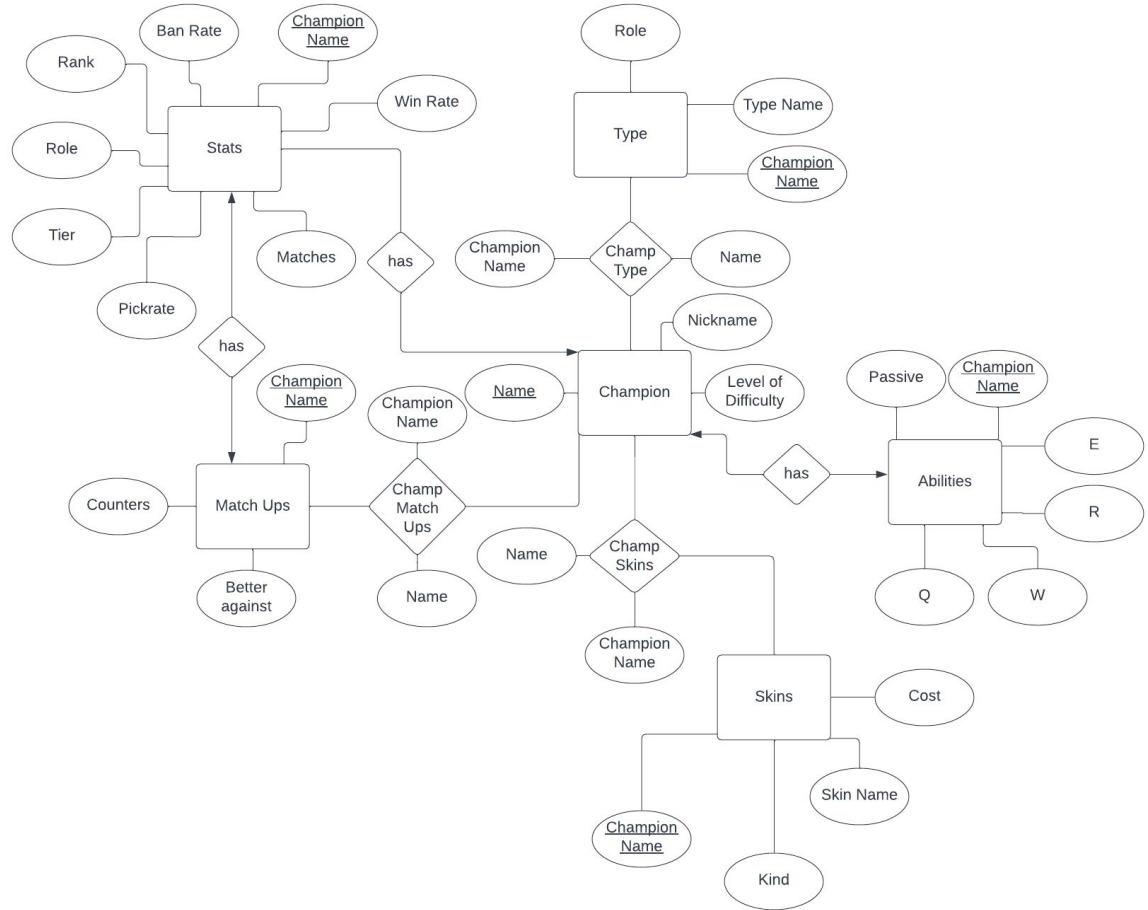
By Joshua Terriquez and Sunita Thao



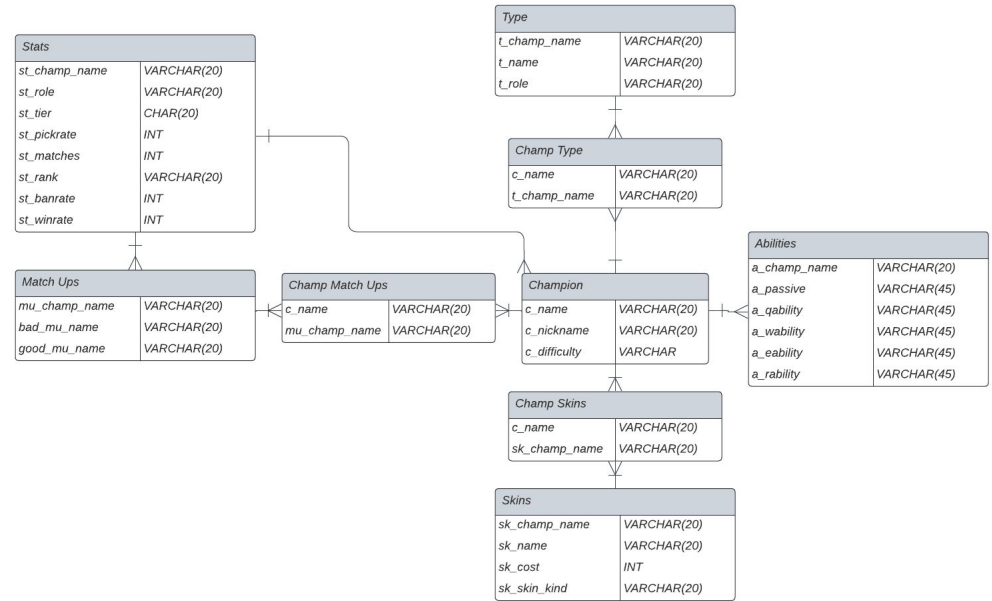
## Implementation Details

- Created the data set by manually inputting in the data from the official League of Legends website
- Used terminal as user interface
- Used Visual Studio Code to run the program which is written in Python

# E/R Diagram



# Relational Schema

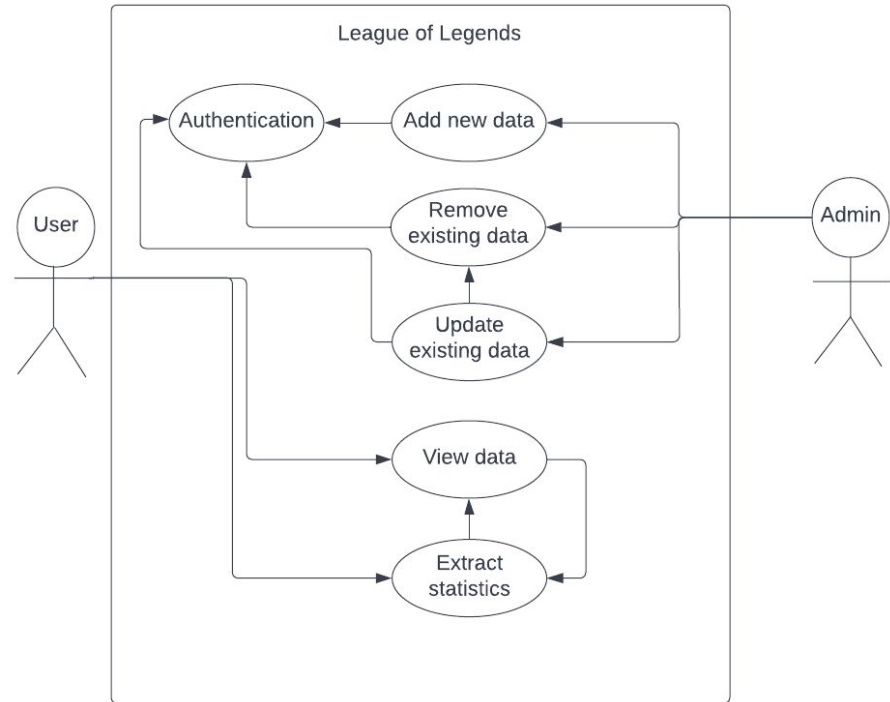




# System Description

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

# Use-Case Diagram





# Demo Time

Team Members: Joshua Terriquez and Sunita Thao