Valorant Agent Database Project

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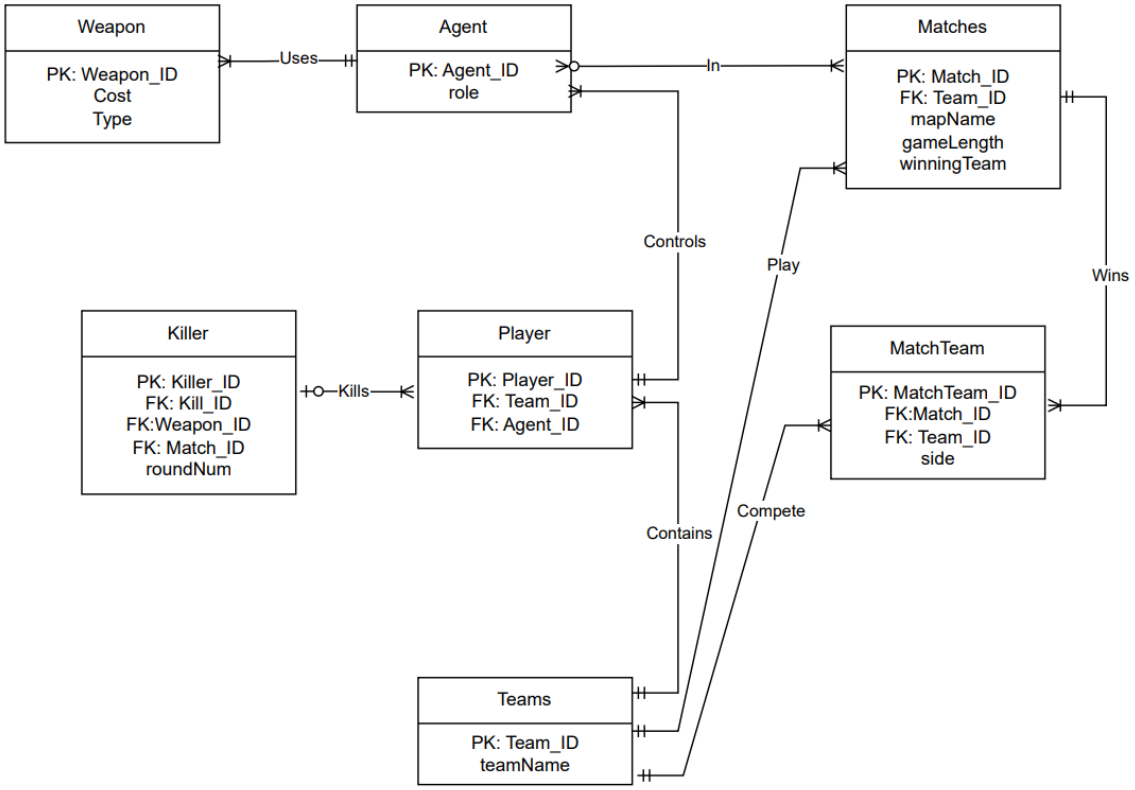
Problem and Solution Description:

The organization at the center of this project is Riot Games, the creator of Valorant, a popular tactical shooter Esport. Valorant features a 5v5 format, 8-round match with players taking the roles of "Agents" and involves two teams, red and blue. The main issue to be addressed with our project is creating a fairer game by figuring out which weapons, agents, maps, etc. should be improved or changed. To tackle this, we will collect data on various aspects like weapons, agents, and maps, from a combination of simulated matches and real statistics about Valorant. Using data from these avenues will help us come up with informed decisions, enhancing gameplay balance for a better player experience and increased profitability. This is especially important because Valorant is one of the biggest games in the Esports scene where people play the game as a career and their source of income. So, creating a more fair and balanced game is crucial for them. Moreover, we can determine which players and teams are performing the best, showing who will get sponsorship and who should be promoted most heavily.

Main Entities: Agents, Match, MatchTeam, Player, Killer, Teams, Weapons

Entity Relationship Diagram:



Agents(Agent_ID VARCHAR() PK, agent_role VARCHAR())

Teams(Team_ID VARCHAR() PK, team_name VARCHAR())

player(Player_ID VARCHAR()* PK, Team_ID VARCHAR() FK, Agent_ID VARCHAR() FK)

Matches(Match_ID VARCHAR()* PK, mapName VARCHAR(), gameLength NUMERIC(), winningTeam VARCHAR())

Killer(Kill_ID VARCHAR() PK, Killer_ID VARCHAR()* FK, Match_ID VARCHAR() FK,
Weapon_ID VARCHAR() FK, roundNum INTEGER, Match_ID VARCHAR())

Weapons(Weapon_ID VARCHAR() PK, Cost INTEGER, Type VARCHAR())

MatchTeam(MatchTeam_ID VARCHAR() PK, Match_ID VARCHAR() FK, Team_ID VARCHAR() FK, side VARCHAR())

Business Rules

Each Agent is controlled by multiple Players, but each Player controls only one Agent. Players are similarly linked to Teams, with each Player belonging to one Team, and each Team comprising multiple Players. Teams participate in Matches, where each Match involves two distinct Teams. Additionally, each Match is associated with two MatchTeams, with each MatchTeam representing one Team in a Match. The Player-to-Killer relationship signifies that a Player can be a Killer in multiple instances, each instance involving the use of a unique Weapon, though a Weapon can be used by various Killers across different instances.

Relational Schema:
Agents(Agent_ID VARCHAR(15) PK, agent_role VARCHAR(20))
Teams(Team_ID VARCHAR(10) PK, team_name VARCHAR(19))
player(Player_ID VARCHAR(13)* PK, Team_ID VARCHAR(10) FK, Agent_ID VARCHAR(15) FK)
Matches(Match_ID VARCHAR(18)* PK, mapName VARCHAR(15), gameLength NUMERIC(30,1), winningTeam VARCHAR(4))
Killer(Kill_ID VARCHAR(13) PK, Killer_ID VARCHAR(13)* FK, Match_ID VARCHAR(18) FK, Weapon_ID VARCHAR(8) FK, roundNum INTEGER, Match_ID VARCHAR(18))
Weapons(Weapon_ID VARCHAR(8) PK, Cost INTEGER, Type VARCHAR(7))
MatchTeam(MatchTeam_ID VARCHAR(18) PK, Match_ID VARCHAR(18) FK, Team_ID VARCHAR(10) FK, side VARCHAR(4))

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1. Average game length for each agent

	Agent_ID	avg_game_length
1	Brimstone	34.867515
2	Raze	34.636309
3	Yoru	34.594936
4	Jett	34.540229
5	Omen	34.220652
6	Cypher	34.205426
7	Phoenix	34.115625
8	Viper	34.111290
9	Astra	34.073099
10	Sova	34.044252
11	Killjoy	34.026486
12	Skye	33.941772
13	Reyna	33.908280
14	Sage	33.830386
15	Breach	33.758227

From this query, we can see the average game length for each agent. We see that Brimstone has the highest average game length and Breach has the lowest average game length. What this could imply is that depending on what agent is in the match, the length of the match could be shorter or longer. So, if you want shorter games, playing as Breach could help with that.

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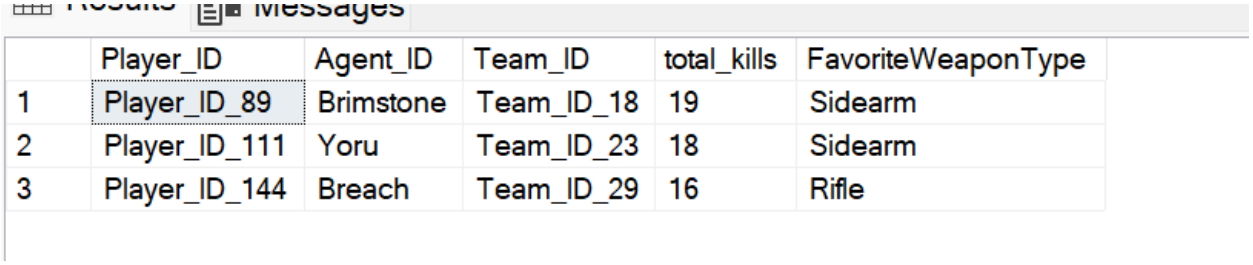
2. Top 3 players with the highest kill count and their favorite weapon



	Player_ID	Agent_ID	Team_ID	total_kills	FavoriteWeaponType
1	Player_ID_89	Brimstone	Team_ID_18	19	Sidearm
2	Player_ID_111	Yoru	Team_ID_23	18	Sidearm
3	Player_ID_144	Breach	Team_ID_29	16	Rifle

The results show three players with the agent they use, the total number of kills they have, and their favorite weapon. The players that have the most kills probably have the most experience and know what is best. So, by looking at the results we can see what is most effective for them. The Sidearm is 2 out of three of the favorite weapons meaning that the side arm might be a really good weapon type in the game to use.

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3. Retrieve the agents and the number of players using each agent

	Agent_ID	PlayerCount
1	Astra	16
2	Killjoy	16
3	Omen	16
4	Sage	16
5	Viper	16
6	Skye	15
7	Sova	15
8	Jett	15
9	Phoenix	15
10	Raze	15
11	Breach	15
12	Brimstone	14
13	Reyna	14
14	Yoru	14
15	Cypher	13

This query is to see what agents are amongst the most popular for players. The top all have the same number of players playing them, and from these results, we can further read to see why the agents that are the most popular to play are. So, we should look at why Astra, Killjoy, Omen, Sage, and Viper are the most popular to players so that the others could be adjusted to make them just as popular.

4. Listing players and their total kills with the sidearm weapon type

Results Messages

	Player_ID	Agent_ID	Team_ID	TotalKills
1	Player_ID_48	Skye	Team_ID_10	10
2	Player_ID_52	Killjoy	Team_ID_11	8
3	Player_ID_9	Skye	Team_ID_2	8
4	Player_ID_111	Yoru	Team_ID_23	8
5	Player_ID_119	Sage	Team_ID_24	8
6	Player_ID_164	Phoenix	Team_ID_33	8
7	Player_ID_219	Yoru	Team_ID_44	8
8	Player_ID_3	Astra	Team_ID_1	7
9	Player_ID_87	Cypher	Team_ID_18	7
10	Player_ID_85	Raze	Team_ID_17	7
11	Player_ID_70	Reyna	Team_ID_14	7
12	Player_ID_89	Brimstone	Team_ID_18	6
13	Player_ID_5	Brimstone	Team_ID_1	6
14	Player_ID_73	Phoenix	Team_ID_15	6
15	Player_ID_200	Sova	Team_ID_40	6
16	Player_ID_191	Cypher	Team_ID_39	6

From the query we did earlier, we saw that the top 3 players 2 out of 3 of them had their favorite weapon type the sidearm. To check if that is because those players are just good with the sidearm or if the sidearm is a good weapon type for everyone we check other players. This checks the total kills all players have with a sidearm in descending order. And we see that the number
is pretty spread out, so it could be that those players are good and not that the weapon type is outperforming others.

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5. Round number where there have been more than 350 kills across all matches

Results Messages

	roundNum	total_kills
1	4	359
2	5	373
3	2	364

This query shows the rounds that have had more than 350 kills. This is to show what rounds have the most kills. We can see that rounds 2, 4, and 5 have the most kills. So, those are the rounds that players should be the most careful because they are the most dangerous.

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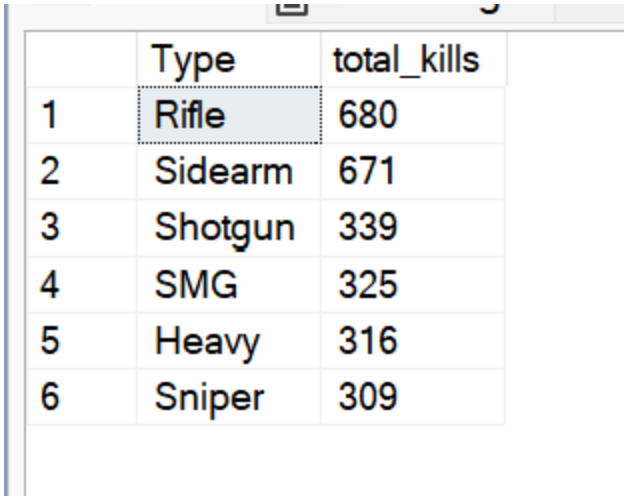
6. Total number of kills for each weapon type



	Type	total_kills
1	Rifle	680
2	Sidearm	671
3	Shotgun	339
4	SMG	325
5	Heavy	316
6	Sniper	309

From this, we have all the weapon types and the number of kills for each type across all matches in descending order. We see that the top 2 weapons by a big margin are the rifle and sidearm. This could mean that a lot of people are using them or that they are very powerful. If we want a more even number we could either weaken the rifle and sidearm power or increase the other weapon types power so that they could be closer together.

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7. Player Win-rate Analysis

	Player_ID	TotalMatches	Wins	WinRate
1	Player_ID_149	10	9	90.00
2	Player_ID_147	10	9	90.00
3	Player_ID_146	10	9	90.00
4	Player_ID_150	10	9	90.00
5	Player_ID_148	10	9	90.00
6	Player_ID_65	8	7	87.50
7	Player_ID_61	8	7	87.50
8	Player_ID_64	8	7	87.50
9	Player_ID_63	8	7	87.50
10	Player_ID_62	8	7	87.50
11	Player_ID_50	6	5	83.33
12	Player_ID_48	6	5	83.33
13	Player_ID_46	6	5	83.33

This query shows the win rate for each player in descending order. This query is useful, as it shows which players are doing the best, allowing for a leaderboard or metric to identify which players' strategies are allowing for more wins, team scouting, etc. In this case, Player_ID_149, Player_ID_147, Player_ID_146, Player_ID_150, and Player_ID_148 are the top players on the leaderboard. For Riot Games, I would recommend reaching out to these players to compete in tournaments as they are the most skilled.

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8. Team Win-rate Analysis

	Team_ID	TotalMatches	Wins	WinRate
1	Team_ID_30	10	9	90.00
2	Team_ID_13	8	7	87.50
3	Team_ID_10	6	5	83.33
4	Team_ID_27	14	11	78.57
5	Team_ID_40	12	8	66.67
6	Team_ID_17	9	6	66.67
7	Team_ID_18	9	6	66.67
8	Team_ID_2	9	6	66.67
9	Team_ID_36	11	7	63.64
10	Team_ID_8	11	7	63.64
11	Team_ID_37	8	5	62.50
12	Team_ID_35	8	5	62.50
13	Team_ID_11	13	8	61.54
14	Team_ID_22	16	9	56.25

This query shows the win rate for the top teams. It displays the teams with their total matches, number of wins, and overall win rate. This allows for companies to determine which teams will be likely to win tournaments and perform well at the top level of the game. I would recommend sponsoring team 30, as they are dominating the other teams and will likely continue winning more.

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9. Best Team Win-rate per Map

	mapName	BestTeamID	MaxWinRate
1	Ascent	Team_ID_7	100.00
2	Bind	Team_ID_9	100.00
3	Breeze	Team_ID_9	100.00
4	Fracture	Team_ID_9	100.00
5	Haven	Team_ID_9	100.00
6	Icebox	Team_ID_8	100.00
7	Lotus	Team_ID_5	100.00
8	Pearl	Team_ID_8	100.00
9	Split	Team_ID_9	100.00
10	Sunset	Team_ID_9	100.00

This query identifies the team with the highest win rate on each map. This data can guide map balancing decisions and inform teams about which maps might need more practice. As we can see from the data, Team_ID_9 is a rather dominant team on multiple maps, indicating that they are well rounded. The other teams could use this data to avoid playing certain maps against Team_ID_9, or any of the other Teams that appear with a high win rate on specific maps. I would recommend sponsoring Team 9, as their high win rate on various maps indicates a flexible and dominant team.

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10. Weapon Kill-to-Cost Ratio

	Weapon_ID	TotalKills	Cost	KillsToCostRatio
1	Shorty	727	150	4.846666666666
2	Classic	781	200	3.905000000000
3	Ghost	807	500	1.614000000000
4	Sheriff	719	800	0.898750000000
5	Bucky	664	850	0.781176470588
6	Stinger	691	950	0.727368421052
7	Marshal	653	950	0.687368421052
8	Spectre	725	1600	0.453125000000
9	Judge	833	1850	0.450270270270
10	Ares	668	1550	0.430967741935
11	Bulldog	802	2050	0.391219512195
12	Guardian	787	2250	0.349777777777
13	Phantom	772	2900	0.266206896551
14	Vandal	703	2900	0.242413793103
15	Odin	753	3200	0.235312500000
16	Operator	703	4700	0.149574468085

This query evaluates the effectiveness of weapons based on their kill-to-cost ratio. It displays each weapon's total kills, cost, and the calculated kills-to-cost ratio. Weapons with high effectiveness may need rebalancing, and those with low effectiveness may need a buff. This information can also guide players in weapon selection strategies. Seeing that the Shorty has a ratio of 4.87 as compared to the Operator’s 0.149, a buff may need to be added to the Operator and a reduction of Shorty damage or increase of Shorty cost may need to be added to balance the weapons.

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11. Top Player Kills per Team

	Player_ID	Team_ID	TotalKills
1	Player_ID_4	Team_ID_1	95
2	Player_ID_48	Team_ID_10	108
3	Player_ID_52	Team_ID_11	208
4	Player_ID_57	Team_ID_12	160
5	Player_ID_63	Team_ID_13	128
6	Player_ID_69	Team_ID_14	135
7	Player_ID_70	Team_ID_14	135
8	Player_ID_72	Team_ID_15	168
9	Player_ID_77	Team_ID_16	117

This query finds the player with the highest kill count on each team. It lists top players in each team based on their total kills. This can spotlight standout players for marketing purposes, such as determining their “star player” whom they can sponsor or promote the most as the leader of a team. For Team 1, Player 4 should be promoted the most as their star player, and so on for the top killers list in this table.

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12. Average Kill Efficiency Analysis (UDF)

	Killer_ID	AvgKillEfficiency
1	Player_ID_216	193.24
2	Player_ID_143	203.68
3	Player_ID_207	206.25
4	Player_ID_212	206.25
5	Player_ID_3	223.61
6	Player_ID_219	226.24
7	Player_ID_74	227.50
8	Player_ID_73	234.62

This query calculates average kill efficiency based on weapon cost and kill count. This highlights which players are good with econ (a game mechanic that measures cost efficiency with weapon usage). This can also be used to show what weapon loadouts are optimal for different types of players. Player 216 is able to obtain kills with the least average cost, indicating that they have a good sense of game economics, which is a skill that a company might want to recruit for.

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13. Agent Popularity and Team Association Query

Results | Messages

	Agent_ID	PlayerCount
1	Astra	16
2	Killjoy	16
3	Omen	16
4	Sage	16
5	Viper	16
6	Skye	15
7	Sova	15
8	Jett	15
9	Phoenix	15
10	Raze	15
11	Breach	15
12	Brimstone	14
13	Reyna	14
14	Yoru	14
15	Cypher	13

This query counts player usage of each agent and associates them with teams. It outputs agents with their usage count by different teams.The managerial implications this query provides is an understanding of team preferences for agents and guiding agent balance. Given that most of the agents are within 2 picks of each other, it is a good sign that the agents are fairly balanced in popularity and that should be maintained.

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14. Agent Selection Frequency by Winning Teams

	Agent_ID	Selection_Frequency
1	Sage	101
2	Viper	100
3	Killjoy	96
4	Omen	93
5	Astra	89
6	Jett	89
7	Sova	85
8	Phoenix	83
9	Skye	81
10	Breach	77
11	Reyna	76
12	Brimstone	75
13	Raze	75
14	Yoru	70
15	Cypher	60

This query counts how often each agent is selected by winning teams. It outputs the agents ranked by their selection frequency in winning teams.The managerial implications provided by this query is that it identifies preferred agents in winning strategies, which can inform game balance or competitive meta-analysis. Seeing that Sage is selected most frequently by winning teams, we can recommend to players that Sage is a strong agent to play, but to the business, we would recommend either improving Cypher or reducing Sage's strength to balance the discrepancy in pick frequency.

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15. Average Game Length for Each Map

```
SELECT matches.mapName, AVG(matches.gameLength) AS Average_Game_Length
FROM matches
GROUP BY matches.mapName;
```

	Agent_ID	avg_game_length
1	Brimstone	34.867515
2	Raze	34.636309
3	Yoru	34.594936
4	Jett	34.540229
5	Omen	34.220652
6	Cypher	34.205426
7	Phoenix	34.115625
8	Viper	34.111290
9	Astra	34.073099
10	Sova	34.044252
11	Killjoy	34.026486
12	Skye	33.941772
13	Reyna	33.908280
14	Sage	33.830386
15	Breach	33.758227

This query calculates the average game length for each map. It outputs the Maps with their respective average game durations. The managerial implications include associating longer durations on specific maps could indicate balance issues or strategic depth. Seeing that most of the maps have the same game length, this is a strong indication that the current balance of maps is good, and doesn't slow and speed up a game's progression in an extreme manner.

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16. Agent Performance by Match Outcome

	Agent_ID	Wins	Losses
1	Jett	89	85
2	Raze	75	93
3	Killjoy	96	89
4	Sage	101	80
5	Sova	85	89
6	Yoru	70	88
7	Viper	100	86
8	Breach	77	81
9	Brimstone	75	82
10	Phoenix	83	77
11	Cypher	60	69
12	Skye	81	77
13	Reyna	76	81
14	Omen	93	91
15	Astra	89	82

This query assesses agent performance based on match outcomes. It outputs Agents with their win and loss counts in matches. The managerial implication of the query is an understanding of how agents with low win rates might require balance adjustments. Looking at the outcome, certain agents like Viper and Sage have a higher win rate and lower loss as compared to other Agents. This shows that these Agents are very strong and may need to be reworked in the next update.

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17. Player Performance Analysis

	Player_ID	Kills	Type
1	Player_ID_219	22	Shotgun
2	Player_ID_219	22	Heavy
3	Player_ID_219	22	Rifle
4	Player_ID_219	22	SMG
5	Player_ID_219	22	Heavy
6	Player_ID_219	22	Sidearm
7	Player_ID_219	22	SMG
8	Player_ID_219	22	Sidearm
9	Player_ID_219	22	Sidearm
10	Player_ID_219	22	Sidearm
11	Player_ID_219	22	Sidearm
12	Player_ID_219	22	Shotgun
13	Player_ID_219	22	Rifle
14	Player_ID_219	22	Sidearm
15	Player_ID_219	22	Rifle
16	Player_ID_219	22	SMG
17	Player_ID_219	22	Sidearm
18	Player_ID_219	22	Sidearm
19	Player_ID_219	22	Rifle
20	Player_ID_219	22	SMG
21	Player_ID_9	21	Sidearm
22	Player_ID_9	21	SMG
23	Player_ID_9	21	Sidearm
24	Player_ID_9	21	Heavy
25	Player_ID_9	21	Sidearm
26	Player_ID_9	21	SMG
27	Player_ID_9	21	Shotgun

This query analyzes player performance in terms of kills and favorite weapon type. It outputs players with their kill counts and preferred weapon types.The managerial implications of the query is that it offers insights into player preferences and performance, useful for community engagement and player profiling. For instance, we see that sidearms show up more in the top 27 killing players, indicating that sidearms may be a good weapon type to consider using.

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18. Agents Roles with Above Average Play rate/Popularity

Results Messages

	agent_role	PlayCount
1	Controller	62
2	Duelist	59
3	Initiator	45

By determining which agent roles are above average in usage, we can determine which agents roles are popular. This can influence what new agents to release (if Controllers are very popular, releasing a new Controller agent would make sense). This would also show the company what roles to focus on when balancing the game.

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19. Agent Performance per Map

	mapName	Agent_ID	Kill_Count
1	Sunset	Sage	567
2	Sunset	Omen	546
3	Sunset	Viper	476
4	Sunset	Skye	459
5	Sunset	Killjoy	457
6	Sunset	Jett	433
7	Breeze	Brimstone	394
8	Ascent	Killjoy	391
9	Sunset	Reyna	387
10	Ascent	Breach	379
11	Sunset	Sova	375
12	Ascent	Viper	371
13	Breeze	Cypher	363
14	Ascent	Omen	353
15	Sunset	Phoenix	345

This query helps understand agent effectiveness on different maps, informing teams and players in determining which agents work well on which maps. As seen from the table, Sage is particularly effective on Sunset, along with Omen and Viper. Moreover, the lower kill counts indicate which agents perform poorly on which maps, which would inform decisions to improve agents or maps.

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20. Weapon Kills Analysis (total, average, min, max) Kills per Weapon

	Type	Total_Kills	Average_Kills	Minimum_Kills	Maximum_Kills
1	Heavy	316	158	147	169
2	Rifle	680	170	156	181
3	Shotgun	339	169	155	184
4	Sidearm	671	167	158	172
5	SMG	325	162	160	165
6	Sniper	309	154	153	156

This query analyzes weapon performance in terms of total, average, minimum, and maximum kills. On multiple fronts, we can see which weapon is optimal and inferior; of the ones shown here, the shotgun type weapons had the highest max kill count while the sniper type weapons had the lowest max kill count. Various conclusions about weapon quality and effectiveness can be drawn from this query.

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21. Count Average Kills Per Player for Each Agent

	Player_ID	Average_Kills
1	Player_ID_109	9
2	Player_ID_121	11
3	Player_ID_137	15
4	Player_ID_154	10
5	Player_ID_167	6
6	Player_ID_183	7
7	Player_ID_197	10
8	Player_ID_211	12
9	Player_ID_22	15
10	Player_ID_36	10
11	Player_ID_54	13
12	Player_ID_66	14
13	Player_ID_8	13
14	Player_ID_82	17
15	Player_ID_95	9

This query produces a stored procedure to count average kills per player for a given agent. It outputs the average kills per player for a specified agent. The managerial implications this query creates is that it provides insights into player proficiency with different agents, guiding training resources and balance discussions.

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22. Weapon Usage and Effectiveness

	Weapon_ID	Kill_Count
1	Judge	184
2	Guardian	181
3	Bulldog	178
4	Ghost	172
5	Classic	172
6	Odin	169
7	Shorty	169
8	Vandal	165
9	Spectre	165
10	Stinger	160
11	Sheriff	158
12	Phantom	156
13	Marshal	156
14	Bucky	155
15	Operator	153
16	Ares	147

This query evaluates weapon usage based on kill counts. It produces a table with weapons ordered by their effectiveness in terms of kill count. We can see that the Judge has the highest kill count of the weapons, indicating that either by damage or shooting speed, it is enabling players to eliminate more competition than weapons such as the Ares.

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23. Most Effective Player-Agent Combinations

	Player_ID	Agent_ID	GamesPlayed	Wins	WinRate
1	Player_ID_149	Phoenix	10	9	90.00
2	Player_ID_147	Killjoy	10	9	90.00
3	Player_ID_146	Sage	10	9	90.00
4	Player_ID_150	Viper	10	9	90.00
5	Player_ID_148	Astra	10	9	90.00
6	Player_ID_65	Breach	8	7	87.50
7	Player_ID_61	Skye	8	7	87.50
8	Player_ID_64	Sage	8	7	87.50
9	Player_ID_63	Astra	8	7	87.50
10	Player_ID_62	Omen	8	7	87.50
11	Player_ID_50	Sage	6	5	83.33
12	Player_ID_48	Skye	6	5	83.33
13	Player_ID_46	Breach	6	5	83.33
14	Player_ID_49	Omen	6	5	83.33
15	Player_ID_47	Astra	6	5	83.33
16	Player_ID_133	Viper	14	11	78.57
17	Player_ID_135	Sova	14	11	78.57
18	Player_ID_131	Sage	14	11	78.57
19	Player_ID_134	Killjoy	14	11	78.57
20	Player_ID_132	Phoenix	14	11	78.57
21	Player_ID_200	Sova	12	8	66.67
22	Player_ID_196	Omen	12	8	66.67
23	Player_ID_199	Brimstone	12	8	66.67
24	Player_ID_197	Jett	12	8	66.67
25	Player_ID_198	Reyna	12	8	66.67
26	Player_ID_90	Skye	9	6	66.67
27	Player_ID_8	Jett	9	6	66.67
28	Player_ID_10	Cypher	9	6	66.67
29	Player_ID_85	Raze	9	6	66.67
30	Player_ID_87	Cypher	9	6	66.67
31	Player_ID_82	Jett	9	6	66.67

This query displays which player-agent combinations have the highest win rates. This shows individual teams which team Agent builds (the line up of which players are playing which agents) are most effective in winning competitions. This is important for team owners that want to maximize victories in tournaments.

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24. Gun performance on each map

	mapName	Weapon_ID	WeaponType	KillCount
1	Ascent	Judge	Shotgun	317
2	Bind	Shorty	Sidearm	151
3	Breeze	Bulldog	Rifle	308
4	Fracture	Ghost	Sidearm	166
5	Haven	Bulldog	Rifle	196
6	Icebox	Classic	Sidearm	248
7	Lotus	Sheriff	Sidearm	60
8	Pearl	Judge	Shotgun	137
9	Pearl	Classic	Sidearm	137
10	Split	Ghost	Sidearm	135
11	Sunset	Bulldog	Rifle	383

This query shows the Kill Count of each Weapon per Map. This allows for us to see which weapons are effective on which map. For teams, this determines what gun that players should buy during each round and match. From the data shown, buying a Judge on Ascent and a Bulldog on Breeze is recommended, as that combination gets a high kill count.

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25. Kills by Agent Descending

	Agent_ID	Most_Kills
1	Killjoy	391
2	Breach	379
3	Viper	371
4	Omen	353
5	Raze	338
6	Sova	328
7	Yoru	299
8	Sage	285
9	Astra	284
10	Phoenix	280

This query shows the kill count for each agent. As a whole, this shows which agents have gotten the most kills historically from the matches. KillJoy is leading the Agents with 391 kills, indicating to players and teams that she may be a currently very strong Agent.

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26. Player Kill Counts Descending

	Player_ID	Most_Kills
1	Player_ID_32	75
2	Player_ID_111	72
3	Player_ID_113	68
4	Player_ID_127	64
5	Player_ID_99	64
6	Player_ID_115	60
7	Player_ID_33	60
8	Player_ID_210	60
9	Player_ID_91	56
10	Player_ID_206	56

This query shows the kill count for each player. As we can see, the top killing player is player 32, with player 111 following behind. This is a good way to keep track of how individual players are performing, beyond the scope of just the team. Determining high skilled players can determine future marketing decisions and advertisements for Riot Games.