



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())