IT214: Database Management Systems

Valorant (Game Database)

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Minimal FD Set:

1. Region:

Server_location → region_name
Candidate key: Server location

2. Account:

```
{playerid, email} → VP

{playerid, email} → RP

{playerid, email} → creation_date

{playerid, email} → ingame_name

{playerid, email} → tagline

{playerid, email} → account_level

{playerid, email} → account_xp

{playerid, email} → username

{playerid, email} → dob

{playerid, email} → password

{playerid, email} → server_location

Candidate key: {playerid, email}
```

3. Friend:

No FDs.

Since there are no FDs, all attributes combined make a candidate key.

4. Weapon:

weapon_name → weapon_type
weapon_name → weapon_price
weapon_name → firerate
weapon_name → magazine_size

Candidate key: weapon name

5. Weapon_damage:

```
{weapon_name, range} → headshot_damage

{weapon_name, range} → bodyshot_damage

{weapon_name, range} → legshot_damage

<u>Candidate key: {weapon_name, range}</u>
```

6. **Skin_data:**

Skin_name → skin_tier

Candidate key: skin name

7. **Skin:**

{weapon_name, skin_name} → skin_price

Candidate key: {weapon name, skin name}

8. Player_skin:

No FDs.

Since there are no FDs, all attributes combined make a candidate key.

9. **System_rank:**

rank_name → min_rating_req

Candidate key: rank name

10.Player_rank:

{playerid, email, episode} → rank_name {playerid, email, episode} → rank_rating {playerid, email, episode} → total_rating

Candidate key: {playerid, email, episode}

11.**Map**:

map_name → map_description

Candidate key: map name

12. Game_mode:

game_mode_name → game_mode_description

Candidate key: game mode name

13.**Match:**

matchid → match_date

matchid → start_time

matchid → match_length_minutes

matchid → map_name

matchid → game_mode_name

Candidate key: matchid

14. **Round:**

{roundid, matchid} → round_start_time {roundid, matchid} → round_end_time

Candidate key: {roundid, matchid}

15.**Events:**

eventid → event_name
eventid → event_description
Candidate key: eventid

16.**Team:**

teamid team_description Candidate key: teamid

17.Team_stats:

{teamid, matchid} → plants {teamid, matchid} → diffuses {teamid, matchid} → first_bloods {teamid, matchid} → rounds_won {teamid, matchid} → rounds_lost Candidate key: {teamid, matchid}

18. Round_wise_weapon_stats:

{playerid, email, matchid, roundid, eventid} → weapon name {playerid, email, matchid, roundid, eventid} → kills {playerid, email, matchid, roundid, eventid} → assists {playerid, email, matchid, roundid, eventid} → score {playerid, email, matchid, roundid, eventid} → economic_rating {playerid, email, matchid, roundid, eventid} → round_result Candidate key: {playerid, email, matchid, roundid, eventid}

19.**Agent:**

agent_name → agent_role
Candidate key: agent_name

20. Ability:

Ability_name → ability_description

Ability_name → max_no_of_abilities_per_round

Ability_name → ability_price

Ability_name → agent_name

Candidate key: ability_name

21.Player_match_stats:

{playerid, email, matchid} → is_winner {playerid, email, matchid} → kills {playerid, email, matchid} → deaths {playerid, email, matchid} → assists {playerid, email, matchid} → mvp {playerid, email, matchid} → teamid {playerid, email, matchid} → agent_name Candidate key: {playerid, email, matchid}

Proof that relations are in BCNF:

→ As we can see here, all FDs of each table contains it's candidate key on the left hand side and there are no partial dependencies and also there are no multivalue attributes. So, we can say that all the tables are in BCNF.

• ER Diagram:

https://drive.google.com/file/d/1Fe33nHTKrh20N96uwMbB7KEl AXZKqqP5/view?usp=share_link

• Relational Schema:

https://drive.google.com/file/d/1Xya50bqwqeuj_yRbLJIx3_aaVn sQLpjS/view?usp=share_link



