

CPSC 304 Project Milestone 1

Domain of the Application

The domain of our application will model League of Legends video-game tournaments. League of Legends is a multiplayer online battle arena video game that is released for Microsoft Windows and MacOS. Our database will concentrate on information pertaining to its esports events and organizations associated with League of Legends.

Aspects of the Domain modelled by the Database

Our focus will be within the tournaments; our database will contain overall tournament information, team match-ups, score results, participating teams, and personnel that are directly affiliated with the teams (ie. players, coaches, managers). We will also look into the game specific data with relation to the tournament. For example, tournament players play certain characters (called champions) and may use certain items in the match. Player analytics will also be recorded through their performance in the tournament.

Functionality and Benefits that our Database Provides

Our database application's main demographic will target those affiliated with League of Legends (ie. profession players, esports coaches, sponsors), esports fans, and Riot Games (an American-based game developer, publisher, and esports organizer that released League of Legends). Our application has multiple use cases and offers different purposes for different users. Riot Games' game developers, coaches, and professional gamers can use this data to help analyze trends, popular champions, or common strategies. While this information can help coaches and players strategize counter-plays and tactics, League of Legends' game developers can utilize this data to spot areas of game mechanics that require refactoring or balancing to create a more enjoyable gameplay. Sponsorships may also use this to decide the most favorable teams or players to sponsor to create the most revenue.

For League of Legend fans, this application can provide information to track one's favorite team or player and follow their performance throughout the tournament. Other users of the database application could be anyone who is interested in League of Legends and its tournaments. This also serves as a place to retrieve past tournament data for the fanbase and/or the general public.

Platform and Technology Stack

We will be using Oracle's database system provided by the CPSC department, along with PHP for our server-side scripting.

(see ER diagram on the next page).