

Dota 2 - all hero data

- Data model
 - The database was taken from the [site](#).
 - Dataset is structured by its attributes:
 - “Hero” - name of a hero
 - “Strength” - Base strength + gain
 - “Agility” - Base agility + gain
 - “Intelligence” - Base intelligence + gain
 - “Health_base” - Base health
 - “Health_lvl1” - Health points on level 1
 - “Health_lvl15” - Health points on level 15
 - “Health_lvl25” - Health points on level 25
 - “Health_lvl30” - Health points on level 30
 - “Health_regen_base” - Base health regeneration
- Aim of this project
 - The main task of the application is to simplify the understanding of the game for new players and the ability to see data about a particular hero at any time
- Main features
 - Ability to see and correct data about heroes
 - Ability to see and correct heroes roles
- GUI sketch

