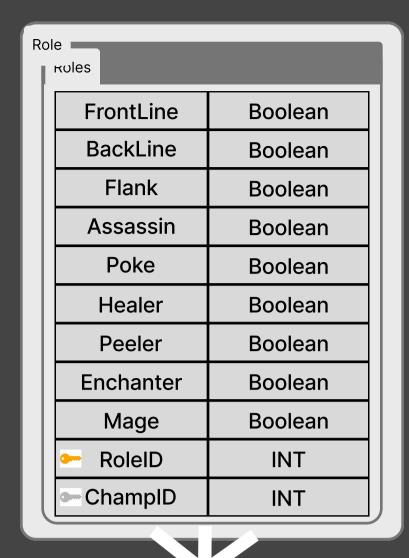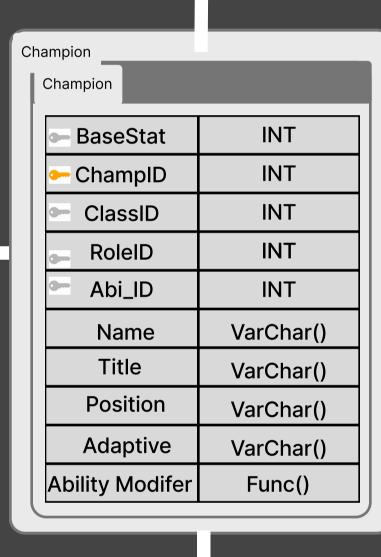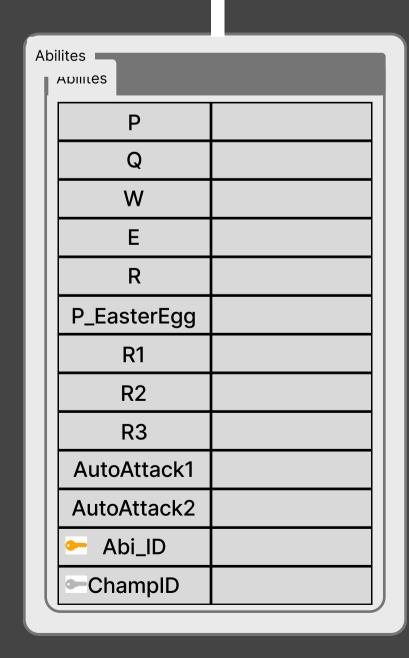most detailed data model. It
defines a set of tables and
columns and how they relate to
each other.
includes primary and foreign
keys, as well as the data types for
each column.

Role

Roles	
FrontLine	Boolean
BackLine	Boolean
Flank	Boolean
Assassin	Boolean
Poke	Boolean
Healer	Boolean
Peeler	Boolean
Enchanter	Boolean
Mage	Boolean
RoleID	INT
ChampID	INT

BaseStats

BaseStats	
AttackDmg	Float
ApilityPow	Float
Range	Float
Health	Float
Mana	Float
HealRegen	Float
AttackSpeed	Float
MoveSpeed	INT
Armor	INT
MagicRes	INT
CritDmg	INT
Energy	INT
EnergyReg	Float
BS1Champ1ID	INT
ChampID	INT

Champion

Champion	
BaseStat	INT
ChampID	INT
ClassID	INT
RoleID	INT
Abi_ID	INT
Name	VarChar()
Title	VarChar()
Position	VarChar()
Adaptive	VarChar()
Ability Modifer	Func()

Class

Class	
Fighter-Jaggernaut	Boolean
Fighter-Diver	Boolean
Mage-Burst	Boolean
Mage-BattleMage	Boolean
Mage-Artillary	Boolean
Controller-Enchanter	Boolean
Controller-Catcher	Boolean
Marksman	Boolean
Slayer-Assassin	Boolean
Slayer-Skirmish	Boolean
Tank-Vanguard	Boolean
Tank -Warden	Boolean
Specialist	Boolean
DamageDealer	Boolean
Pusher	Boolean
HyperCarry	Boolean
LaneBully	Boolean
BurstDamage	Boolean
GapCloser	Boolean
Enchanter	Boolean
ClassID	INT
ChampID	INT

Abilites

Abilites	
P	
Q	
W	
E	
R	
P_EasterEgg	
R1	
R2	
R3	
AutoAttack1	
AutoAttack2	
Abi_ID	
ChampID	