University of British Columbia, Vancouver
Department of Computer Science

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CPSC 304 Project Cover Page

Milestone #: ___4____

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Group Number: _____9_____

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia.

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Project Description

      This application allows users to navigate and edit data related to players of Valorant, a tactical first-person shooter game, and their related information – things like what skins they own, what matches and gamemodes they have played, what maps they have played on, what agents they have played as, etc. The database models skins, weapons, matches, teams, game modes, maps, agents, and abilities, as well as the relationships between these entities. Using the application, users can input and track information related to their account, and make conclusions, like whether they have more skins than average compared to other players, etc.

GitHub Link: https://github.students.cs.ubc.ca/CPSC304-2023S-T1/project_d2l9o_m0z6r_r2o2n

Project Schema

Entities
Player
(username: CHAR (20), rank: CHAR (20), acct_level: INTEGER)

Team
(team_name: CHAR (20), numOfMembers: INTEGER)

Skin
(skin_name: CHAR (20), price: INTEGER)

Gun
(gun_name: CHAR (20), c_cost: INTEGER, type: CHAR (20))

Match
(ID: INTEGER, score: CHAR(5), duration: INTEGER, **gamemode_name**: CHAR(20), **map_name**: CHAR(20))

GameMode
(gamemode_name: CHAR(20), numOfPlayers: INTEGER)

Map
(map_name: CHAR(20), numOfSites: INTEGER)

Agent
(<u>agent_name:</u> CHAR (20), role: CHAR (20))

Ability
(<u>ability_name:</u> CHAR (20), **<u>agent_name:</u>** CHAR (20))

Passive
(**<u>ability_name:</u>** CHAR (20), **<u>agent_name:</u>** CHAR (20))

Active
(**<u>ability_name:</u>** CHAR (20), **<u>agent_name:</u>** CHAR (20), c_cost: INTEGER)

<u>Relationships</u>
Owns
(**<u>username</u>**: CHAR (20), **<u>skin_name</u>**: CHAR (20))

For
(**<u>skin_name</u>**: CHAR (20), **<u>gun_name</u>**: CHAR (20))

Plays
(**<u>username</u>**: CHAR (20), **<u>ID</u>**: INTEGER, **<u>agent_name</u>**: CHAR (20))

IsOn
(**<u>username:</u>** CHAR(20) NOT NULL, **<u>team_name:</u>** CHAR(20))
(assertions are used for implementing total participation constraint)

Has – see Ability table

On, Is Type – see Match table

     Duration (an attribute of Match) was formerly part of Gamemode – this was made an attribute of Match instead, as we found it hard to define it as part of Gamemode.

Query Results

GUI showing pre-loaded data (i.e. what exists in the database on startup.) on the next page.

Created Tables.

Added Data.

Players:
namoraeh#rae (Silver_II , 254), mango#tango (Platinum_I , 356), blueberry#xiao (Silver_II , 280), strawberry#3864 (Gold_III , 86), spaghetti#6969 (Iron_III , 45), spaghetti#6969 (Iron_III , 45), fruittart#1111 (Silver_II , 45), cake#1111 (Silver_II , 45), creampuff#1111 (Silver_II , 45),

Teams:
Fruits (Member count: 3), Team Name Pending (Member count: 2), Sweets (Member count: 3),

isOn:
blueberry#xiao : Fruits , cake#1111 : Sweets , creampuff#1111 : Sweets , fruittart#1111 : Sweets , mango#tango : Fruits , namoraeh#rae : Team Name Pending , spaghetti#6969 : Team Name Pending , strawberry#3864 : Fruits ,

Maps:
Haven , Ascent , Bind ,

Gamemodes:
Unrated , Competitive , Deathmatch ,

Matches:
12973(13-06, Unrated , Bind , 45), 12974(10-13, Competitive , Haven , 60), 12975(22-40, Deathmatch , Ascent , 10),

Guns:
Vandal (Rifle , 2900), Phantom (Rifle , 2900), Guardian (Rifle , 2250), Spectre (SMG , 1600), Stinger (SMG , 1100), Frenzy (Pistol , 450), Sheriff (Pistol , 800), Classic (Pistol , 0), Bucky (Shotgun , 850), Judge (Shotgun , 1850),

Skins:
Silvanus , Prime , Smite ,

owns:
blueberry#xiao : Smite , namoraeh#rae : Prime , strawberry#3864 : Prime ,

for:
Prime : Frenzy , Prime : Vandal , Smite : Spectre ,

Agents:
Phoenix , Breach , Gekko ,

Abilities:
Buddy Orb , Flashpoint , Hot Hands ,

Actives:
Flashpoint , Hot Hands ,

Passives:
Buddy Orb ,

plays:
blueberry#xiao (Gekko , 12973), blueberry#xiao (Gekko , 12975), blueberry#xiao (Phoenix , 12974), namoraeh#rae (Breach , 12973),

INSERT Query – Player

Insert New

Select an entity to insert: [Player ▾]

Insert a Player

Player: grapefruit#001

Rank: Diamond_II

Level: 297

[Insert]

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[Return to Home]

GUI shows:

Insert New

Select an entity to insert: [Player ▾]

Insert a Player

Player: [   ]

Rank: [   ]

Level: [   ]

[Insert]

─────────────────────────────

[Return to Home]

Added new player. Current players in database: namoraeh#rae (Silver_II , 254), mango#tango (Platinum_I , 356), blueberry#xiao (Silver_II , 280), strawberry#3864 (Gold_III , 86), spaghetti#6969 (Iron_III , 45), 45), creampufft#1111 (Silver_II , 45), grapefruit#001 (Diamond_II , 297),

(Again, some entries have been cut out to ensure that this screenshot is legible.)

INSERT QUERY – Team

Insert New

Select an entity to insert: [Team ⌄]

Insert a Team

Team Name: [Team 1]

Number of Players: [1]

Player Names:

[grapefruit#001]
[   ]
[   ]
[   ]
[   ]

[Insert]

GUI shows:

Insert New

Select an entity to insert: [Player ⌄]

Insert a Player

Player: [   ]

Rank: [   ]

Level: [   ]

[Insert]

[Return to Home]

Added new team. Current teams in database: Fruits (Member count: 3), Team Name Pending (Member count: 2), Sweets (Member count: 3), Team 1 (Member count: 1),

INSERT Query – Match

Insert New

Select an entity to insert: [Match ˅]

Insert a Match

Match ID: [29831]

Match Score: [13-02]

GameMode: [Unrated]

Map: [Ascent]

Duration: [35]

[Insert]

GUI shows:

Insert New

Select an entity to insert: [Player ˅]

Insert a Player

Player: [   ]

Rank: [   ]

Level: [   ]

[Insert]

[Return to Home]

Added new match. Current matches in database: 12973(13-6 , Unrated , Bind , 45), 12974(10-13, Competitive , Haven , 60), 12975(22-40, Deathmatch , Ascent , 10), 29831(13-02, Unrated , Ascent , 35),

GUI showing database contents after all three insert queries:

Players:
namoraeh#rae (Silver_II , 254), mango#tango (Platinum_I , 356), blueberry#xiao (Silver_II , 280), strawberry#3864 (Gold_III , 86), spaghetti#6969 (Iron_III , 45) grapefruit#001 (Diamond_II , 297),

Teams:
Fruits (Member count: 3), Team Name Pending (Member count: 2), Sweets (Member count: 3), Team 1 (Member count: 1),

isOn:
blueberry#xiao : Fruits , cake#1111 : Sweets , creampufft#1111 : Sweets , fruittart#1111 : Sweets , grapefruit#001 : Team 1 , mango#tango : Fruits , namoraeh#rae

Maps:
Haven , Ascent , Bind ,

Gamemodes:
Unrated , Competitive , Deathmatch ,

Matches:
12973(13-6 , Unrated), 12974(10-13, Competitive), 12975(22-40, Deathmatch), 29831(13-02, Unrated),

Guns:
Vandal , Spectre , Frenzy ,

Skins:
Silvanus , Prime , Smite ,

owns:
blueberry#xiao : Smite , namoraeh#rae : Prime , strawberry#3864 : Prime ,

for:
Prime : Frenzy , Prime : Vandal , Smite : Spectre ,

Agents:
Phoenix , Breach , Gekko ,

Abilities:
Buddy Orb , Flashpoint , Hot Hands ,

Actives:
Flashpoint , Hot Hands ,

Passives:
Buddy Orb ,

plays:
blueberry#xiao (Gekko , 12973), blueberry#xiao (Phoenix , 12974), namoraeh#rae (Breach , 12973),

Note that isOn has also changed due to the insert query for team. Once again, some entries have been left out to ensure that this screenshot is legible.

UPDATE Query – Player

Update New

Select an entity to update: [Player ▾]

Update a Player

Old Username: [namoraeh#rae]

New Username: [banana#001]

New Rank: [Diamond_III]

New Account Level: [300]

[Update]

GUI Shows:

Update New

Select an entity to update: [Player ▾]

Update a Player

Old Username: [ ]

New Username: [ ]

New Rank: [ ]

New Account Level: [ ]

[Update]

[Return to Home]

Updated Player: namoraeh#rae to: banana#001 ,

UPDATE Query – Team

Update New

Select an entity to update: [Team ▾]

Update Team

Old Team Name: [Team Name Pending]

New Team Name: [Team Name Determined]

Number of Members: [2]

Player Names:
(if you want a player to stay on this team, you must include them in one of the fields below.)

[banana#001]
[spaghetti#6969]
[ ]
[ ]
[ ]

[Update]

GUI shows:

Update New

Select an entity to update: [Player ▾]

Update a Player

Old Username: [ ]

New Username: [ ]

New Rank: [ ]

New Account Level: [ ]

[Update]

[Return to Home]

Players have been updated:
banana#001 , spaghetti#6969 ,

Team Team Name Pending has been updated to: Team Name Determined(Member count: 2),

UPDATE Query – Match

Update New

Select an entity to update: [Match ∨]

Update Match

Old Match ID: [12973]

New Match ID: [12970]

Match Score: [13-02]

GameMode: [Competitive]

Map Name: [Haven]

Duration: [35]

[Update]

GUI shows:

Update New

Select an entity to update: [Player ∨]

Update a Player

Old Username: [   ]

New Username: [   ]

New Rank: [   ]

New Account Level: [   ]

[Update]

[Return to Home]

Updated Match: 12973 to: 12970(13-02, Competitive , Haven , 35),

GUI showing database contents after running all three queries:

Players:
banana#001 (Diamond_III , 300), mango#tango (Platinum_I , 356), blueberry#xiao (Silver_II , 280), strawb

Teams:
Fruits (Member count: 3), Team Name Determined(Member count: 2), Sweets (Member count: 3),

isOn:
banana#001 : Team Name Determined, blueberry#xiao : Fruits , cake#1111 : Sweets , creampufft#1111 : Sw

Maps:
Haven , Ascent , Bind ,

Gamemodes:
Unrated , Competitive , Deathmatch ,

Matches:
12970(13-02, Competitive), 12974(10-13, Competitive), 12975(22-40, Deathmatch),

Guns:
Vandal , Phantom , Guardian , Spectre , Stinger , Frenzy , Sheriff , Classic , Bucky , Judge ,

Skins:
Silvanus , Prime , Smite ,

owns:
banana#001 : Prime , blueberry#xiao : Smite , strawberry#3864 : Prime ,

for:
Prime : Frenzy , Prime : Vandal , Smite : Spectre ,

Agents:
Phoenix , Breach , Gekko ,

Abilities:
Buddy Orb , Flashpoint , Hot Hands ,

Actives:
Flashpoint , Hot Hands ,

Passives:
Buddy Orb ,

plays:
banana#001 (Breach , 12970), blueberry#xiao (Gekko , 12970), blueberry#xiao (Phoenix , 12974),

Select Query – Example with Player

Search Existing

Select from: [Player ▾]

where:

username: [   ]

rank: [Silver_II   ]

level: [   ]

[Search]

GUI shows:

[Return to Home]

Your search result: rank,
namoraeh#rae (Silver_II , 254)
blueberry#xiao (Silver_II , 280)
fruittart#1111 (Silver_II , 45)
cake#1111 (Silver_II , 45)
creampufft#1111 (Silver_II , 45)

Current players in database:
namoraeh#rae (Silver_II , 254)
mango#tango (Platinum_I , 356)
blueberry#xiao (Silver_II , 280)
strawberry#3864 (Gold_III , 86)
spaghetti#6969 (Iron_III , 45)
spaghett#6969 (Iron_III , 45)
fruittart#1111 (Silver_II , 45)
cake#1111 (Silver_II , 45)
creampufft#1111 (Silver_II , 45)

Project Query – Example with Player

Project:

From: Player ⌄

Select attributes:

username

Submit

GUI shows:

Return to Home

PROJECT result:
SELECT username FROM player
[blueberry#xiao , , , ,],
[cake#1111 , , , ,],
[creampufft#1111 , , , ,],
[fruittart#1111 , , , ,],
[mango#tango , , , ,],
[namoraeh#rae , , , ,],
[spaghett#6969 , , , ,],
[spaghetti#6969 , , , ,],
[strawberry#3864 , , , ,],

With more than one attribute:

Project:

From: [Player ▼]

Select attributes:

[username]

[rank]

[ ]

[ ]

[ ]

[Submit]

GUI shows:

[Return to Home]

PROJECT result:
SELECT username, rank FROM player
[namoraeh#rae , Silver_II , , ,],
[mango#tango , Platinum_I , , ,],
[blueberry#xiao , Silver_II , , ,],
[strawberry#3864 , Gold_III , , ,],
[spaghetti#6969 , Iron_III , , ,],
[spaghett#6969 , Iron_III , , ,],
[fruittart#1111 , Silver_II , , ,],
[cake#1111 , Silver_II , , ,],
[creampufft#1111 , Silver_II , , ,],

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Join Query – "Find all players who have played a match on: Bind"

Default Searches

Find all players who have played a match on: [Bind ⌄]

[Submit]

Count the number of matches played on the map: [Ascent ⌄] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ⌄] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

GUI shows:

JOIN result:
Bind
your answer:
blueberry#xiao (,)
namoraeh#rae (,)

matches:12973(13-06, Unrated , Bind , 45), 12974(10-13, Competitive , Haven , 60), 12975(22-40, Deathmatch , Ascent , 10),

plays:
blueberry#xiao (Gekko , 12973)
blueberry#xiao (Phoenix , 12974)
namoraeh#rae (Breach , 12973)

Aggregation with GROUP BY Query – "Count the number of matches played on the map: Bind (grouped by gamemode)"

Default Searches

Find all players who have played a match on: [Ascent ▼]

[Submit]

Count the number of matches played on the map: [Bind ▼] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ▼] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

GUI shows:

Default Searches

Find all players who have played a match on: [Ascent ▼]

[Submit]

Count the number of matches played on the map: [Ascent ▼] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ▼] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

Aggregation with GROUP BY result:
Bind
2(Unrated ,)
1(Deathmatch ,)

Aggregation with HAVING Query – "Find usernames of all players that have played the agent: Breach more than once."

Default Searches

Find all players who have played a match on: [Ascent ▼]

[Submit]

Count the number of matches played on the map: [Ascent ▼] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Breach ▼] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

GUI Shows:

Default Searches

Find all players who have played a match on: [Ascent ▼]

[Submit]

Count the number of matches played on the map: [Ascent ▼] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ▼] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

Aggregation with HAVING result:
Breach
namoraeh#rae (,)

Nested Aggregation with GROUP BY: "Select the gun type(s) with the highest average credit cost"

Default Searches

Find all players who have played a match on: [Ascent ▼]

[Submit]

Count the number of matches played on the map: [Ascent ▼] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ▼] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

GUI shows:

Default Searches

Find all players who have played a match on: [Ascent ▼]

[Submit]

Count the number of matches played on the map: [Ascent ▼] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ▼] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

Nested Aggregation result:
Rifle

For reference, the gun instances loaded into the database were:

Guns:
Vandal (Rifle , 2900), Phantom (Rifle , 2900), Guardian (Rifle , 2250), Spectre (SMG , 1600), Stinger (SMG , 1100),

Frenzy (Pistol , 450), Sheriff (Pistol , 800), Classic (Pistol , 0), Bucky (Shotgun , 850), Judge (Shotgun , 1850),

With Rifle having an average price of ~2,683.33, SMG having an average price of 1350, Shotgun having an average price of 1350, and Pistol having an average price of ~416.67.

Division Query – "Find the usernames of players who have played matches on ALL maps"

For reference:

Maps:
Haven , Ascent , Bind ,

Matches:
12973(13-06, Unrated , Bind , 45), 12974(10-13, Competitive , Haven , 60), 12975(22-40, Deathmatch , Ascent , 10),

plays:
blueberry#xiao (Gekko , 12973), blueberry#xiao (Gekko , 12975), blueberry#xiao (Phoenix , 12974), namoraeh#rae (Breach , 12973),

GUI shows:

Default Searches

Find all players who have played a match on: [Ascent ▾]

[Submit]

Count the number of matches played on the map: [Ascent ▾] (grouped by gamemode)

[Submit]

Find usernames of all players that have played the agent: [Astra ▾] more than once.

[Submit]

Select the gun type(s) with the highest average credit cost:

[Submit]

Find the usernames of players who have played matches on ALL maps:

[Submit]

[Return to Home]

Division result:
blueberry#xiao (,)

SQL Script

CREATE TABLE player (username char(20) NOT NULL PRIMARY KEY , rank char(20), acct_level int);

CREATE TABLE team (team_name char(20) NOT NULL PRIMARY KEY , num_of_members char(20) NOT NULL);

CREATE TABLE skin (skin_name char(20) NOT NULL PRIMARY KEY , price int);

CREATE TABLE gun (gun_name char(20) NOT NULL PRIMARY KEY , gun_type char(20), c_cost int);

CREATE TABLE gamemode (gamemode_name char(20) NOT NULL PRIMARY KEY , num_of_players int);

CREATE TABLE map (map_name char(20) NOT NULL PRIMARY KEY , numOfSites int);

CREATE TABLE agent (agent_name char(20) NOT NULL PRIMARY KEY , role char(20));

CREATE TABLE match (match_ID int NOT NULL PRIMARY KEY, score char(5) NOT NULL, gamemode_name char(20) NOT NULL, map_name char(20) NOT NULL , duration int NOT NULL, FOREIGN KEY (gamemode_name) REFERENCES gamemode(gamemode_name) ON DELETE CASCADE, FOREIGN KEY (map_name) REFERENCES map(map_name) ON DELETE CASCADE);

CREATE TABLE ability (ability_name char(20) NOT NULL, agent_name char(20) NOT NULL, PRIMARY KEY (ability_name, agent_name), FOREIGN KEY (agent_name) REFERENCES agent(agent_name) ON DELETE CASCADE);

CREATE TABLE passive (ability_name char(20) NOT NULL, agent_name char(20) NOT NULL, PRIMARY KEY (ability_name, agent_name), FOREIGN KEY (ability_name, agent_name) REFERENCES ability(ability_name, agent_name) ON DELETE CASCADE);

```
CREATE TABLE active (ability_name char(20) NOT NULL, agent_name char(20) NOT
NULL, c_cost int, PRIMARY KEY (ability_name, agent_name), FOREIGN KEY
(ability_name, agent_name) REFERENCES ability(ability_name, agent_name) ON
DELETE CASCADE);

CREATE TABLE owns (username char(20) NOT NULL, skin_name char(20) NOT NULL,
PRIMARY KEY (username, skin_name), FOREIGN KEY (username) REFERENCES
player(username) ON DELETE CASCADE, FOREIGN KEY (skin_name) REFERENCES
skin(skin_name) ON DELETE CASCADE);

CREATE TABLE for_gun (skin_name char(20) NOT NULL, gun_name char(20) NOT
NULL, PRIMARY KEY (skin_name, gun_name), FOREIGN KEY (gun_name) REFERENCES
gun(gun_name) ON DELETE CASCADE);

CREATE TABLE plays (username char(20) NOT NULL, agent_name char(20) NOT NULL,
match_ID int NOT NULL, PRIMARY KEY (username, agent_name, match_ID), FOREIGN
KEY (username) REFERENCES player(username) ON DELETE CASCADE, FOREIGN KEY
(agent_name) REFERENCES agent(agent_name) ON DELETE CASCADE, FOREIGN KEY
(match_ID) REFERENCES match(match_ID) ON DELETE CASCADE);

CREATE TABLE isOn (username char(20) NOT NULL, team_name char(20) NOT NULL,
PRIMARY KEY (username, team_name), FOREIGN KEY (username) REFERENCES
player(username) ON DELETE CASCADE, FOREIGN KEY (team_name) REFERENCES
team(team_name) ON DELETE CASCADE);


BEGIN
    INSERT INTO player VALUES ('namoraeh#rae', 'Silver_II', 254);
    INSERT INTO player VALUES ('mango#tango', 'Platinum_I', 356);
    INSERT INTO player VALUES ('blueberry#xiao', 'Silver_II', 280);
    INSERT INTO player VALUES ('strawberry#3864', 'Gold_III', 86);
    INSERT INTO player VALUES ('spaghetti#6969', 'Iron_III', 45);
    INSERT INTO player VALUES ('spaghett#6969', 'Iron_III', 45);
    INSERT INTO player VALUES ('fruittart#1111', 'Silver_II', 45);
    INSERT INTO player VALUES ('cake#1111', 'Silver_II', 45);
    INSERT INTO player VALUES ('creampufft#1111', 'Silver_II', 45);
END;
```

```
BEGIN
    INSERT INTO team (team_name, num_of_members) VALUES ('Fruits', 3);
    INSERT INTO team (team_name, num_of_members) VALUES ('Team Name
Pending', 2);
    INSERT INTO team (team_name, num_of_members) VALUES ('Sweets', 3);
END;

BEGIN
    INSERT INTO isOn VALUES ('mango#tango', 'Fruits');
    INSERT INTO isOn VALUES ('strawberry#3864', 'Fruits');
    INSERT INTO isOn VALUES ('blueberry#xiao', 'Fruits');
    INSERT INTO isOn VALUES ('namoraeh#rae', 'Team Name Pending');
    INSERT INTO isOn VALUES ('spaghetti#6969', 'Team Name Pending');
    INSERT INTO isOn VALUES ('fruittart#1111', 'Sweets');
    INSERT INTO isOn VALUES ('cake#1111', 'Sweets');
    INSERT INTO isOn VALUES ('creampufft#1111', 'Sweets');
END;

BEGIN
    INSERT INTO map VALUES ('Haven', 3);
    INSERT INTO map VALUES ('Ascent', 2);
    INSERT INTO map VALUES ('Bind', 2);
END;
BEGIN
    INSERT INTO gamemode VALUES ('Unrated', 10);
    INSERT INTO gamemode VALUES ('Competitive', 10);
    INSERT INTO gamemode VALUES ('Deathmatch', 14);
END;

BEGIN
    INSERT INTO match VALUES (12973, '13-06', 'Unrated', 'Bind', 45);
    INSERT INTO match VALUES (12974, '10-13', 'Competitive', 'Haven', 60);
    INSERT INTO match VALUES (12975, '22-40', 'Deathmatch', 'Ascent', 10);
END;
```

```
BEGIN
    INSERT INTO gun VALUES ('Vandal', 'Rifle', 2900);
    INSERT INTO gun VALUES ('Phantom', 'Rifle', 2900);
    INSERT INTO gun VALUES ('Guardian', 'Rifle', 2250);
    INSERT INTO gun VALUES ('Spectre', 'SMG', 1600);
    INSERT INTO gun VALUES ('Stinger', 'SMG', 1100);
    INSERT INTO gun VALUES ('Frenzy', 'Pistol', 450);
    INSERT INTO gun VALUES ('Sheriff', 'Pistol', 800);
    INSERT INTO gun VALUES ('Classic', 'Pistol', 0);
    INSERT INTO gun VALUES ('Bucky', 'Shotgun', 850);
    INSERT INTO gun VALUES ('Judge', 'Shotgun', 1850);
END;

BEGIN
    INSERT INTO skin VALUES ('Silvanus', 1275);
    INSERT INTO skin VALUES ('Prime', 1775);
    INSERT INTO skin VALUES ('Smite', 875);
END;

BEGIN
    INSERT INTO owns VALUES ('namoraeh#rae', 'Prime');
    INSERT INTO owns VALUES ('strawberry#3864', 'Prime');
    INSERT INTO owns VALUES ('blueberry#xiao', 'Smite');
END;

BEGIN
    INSERT INTO for_gun VALUES ('Prime', 'Vandal');
    INSERT INTO for_gun VALUES ('Prime', 'Frenzy');
    INSERT INTO for_gun VALUES ('Smite', 'Spectre');
END;

BEGIN
    INSERT INTO agent VALUES ('Phoenix', 'Duelist');
    INSERT INTO agent VALUES ('Breach', 'Initiator');
    INSERT INTO agent VALUES ('Gekko', 'Initiator');
END;
```

```
BEGIN
  INSERT INTO ability VALUES ('Flashpoint', 'Breach');
  INSERT INTO ability VALUES ('Hot Hands', 'Phoenix');
  INSERT INTO ability VALUES ('Buddy Orb', 'Gekko');
END;

BEGIN
  INSERT INTO active VALUES ('Flashpoint', 'Breach', 250);
  INSERT INTO active VALUES ('Hot Hands', 'Phoenix', 0);
END;

BEGIN
  INSERT INTO passive VALUES ('Buddy Orb', 'Gekko');
END;

BEGIN
  INSERT INTO plays VALUES ('namoraeh#rae', 'Breach', 12973);
  INSERT INTO plays VALUES ('blueberry#xiao', 'Gekko', 12973);
  INSERT INTO plays VALUES ('blueberry#xiao', 'Phoenix', 12974);
  INSERT INTO plays VALUES ('blueberry#xiao', 'Gekko', 12975);
END;
```