# Users domain model

#### Match

barracks\_status\_dire integer
barracks\_status\_radiant integer
cluster integer
duration integer
engine integer
first\_blood\_time integer
game\_mode integer
human\_players integer
leagueid integer
lobby\_type integer
match\_seq\_num integer (8)
negative\_votes integer
positive\_votes integer
radiant\_win boolean
start\_time integer (8)

#### User

tower status dire integer

tower status radiant integer

party\_mmr integer password\_digest string skype\_id string solo\_mmr integer steam32 integer steam\_id string user\_name string \* U

### Item

cost string img\_url string lore string name string notes string

# Champion

char\_type string hero\_name string img\_url string roles string

# Player

abilities text account id integer (8) assists integer deaths integer denies integer end level integer gold integer gold per min integer gold spent integer hero damage integer hero heal integer hero id integer item 0 integer item 1 integer item 2 integer item 3 integer item 4 integer item 5 integer kills integer last hits integer leaver st integer levels text player slot integer time text tower damage integer winner boolean xp\_per\_min integer