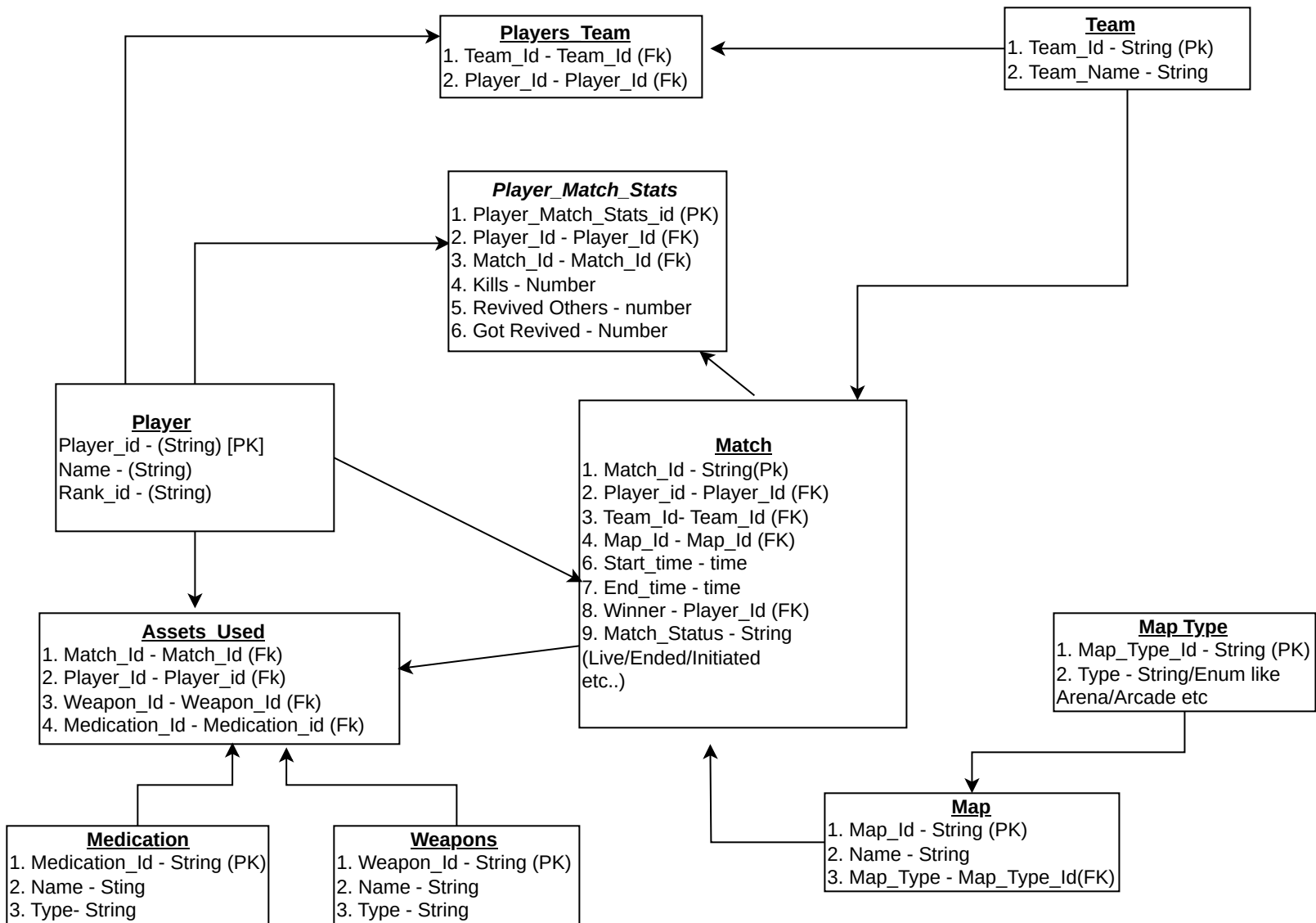


PUBG DATABASE SCHEMA



Tables/Entities:

1. Player - Region, Id(email), Name
2. Match/Game-> Match Id, Map Id
3. Map -> Map Id
4. weapon - Weapon Id, type, name
5. medication med Id, type, name
6. team team id, name

Many-Many Relationship

- 1-> 2 (Match Id, Player Id, Kill count, rank, isWon, team id(optional), revives)
- 1->4 (Player id, weapon id, noOfTimes)
- 1-> 5 (Player id, med id, noOfTimes)
- 1->6 (Player id, team Id)
- assets used (Player id, weapon id, medication id, match_id)