

League of Legends Database  
Contribution Documentation

CECS 323 T/Th 8:00 AM  
By: Joe Rivera, Joey Caplan, Cong Nguyen, Dung Ta

#### Breakdown:

While individual contribution to specific parts of the project varied, overall contributions was closely even. We worked as a team to determine the initial UML class diagram, and continued to make changes to it after the feedback received. Dung made the final changes to the UML class diagram as well as translating it into the relational database schema diagram (attached along with this documentation). During the actual database implementation, Joe, Joey, and Cong created most of the insert statements while all four worked to figure out the create statements. Joe focused more on making sure the insert statements did not have errors while Joey figured out how to scrape data from websites as insertion material. Cong focused on table creation and that their constraints were correct. Dung worked on table creation as well and making sure the script as a whole, would be syntax free to be able to be inserted all at once. We each split the queries up, however Joe was unable to make any queries due to unforeseen work obligations; Joey and Cong made extra tables for Joe. To break down the work done in percentages, it would be Joe 23%, Joey 26%, Cong 25%, and Dung 26%. It came down to a fairly close division of work done.

#### Hours Contributed:

We have been working at least 3 hours after each lab for two to three weeks. As a group, we have also spent time at home to work on the project individually on various occasions. In addition we spent a good six hours on 12/6 to make sure the database script was running correctly then another six hours on 12/7 to finalize everything.