Danny Mulick, Design Project Database Management Fall 2016

People
- PK Pid
- FName
- LName
- Email
- Battle Tag

Players
- PK Pid
- HoursPlayed
- FK TeamID

Teams
- PK TeamID
- TeamName

TeamsInMatches
- PK TeamID
- PK MatchID

Officials
- PK Pid
- Register Date

Matches
- PK MatchID
- FK OfficialID (Pid)
- Date/Time of Match
- FK MapID

Abilities
- PK AbilityID
- FK HeroID
- Description
- Damage
- Heal
- Target
- Cooldown
- Ability Type(Basic vs Ultimate)
- Cost

Maps
- PK MapID
- MapName
- Location

Weapons
- PK HeroID
- PK WeaponID
- Damage Per Second
- Primary Fire
- Secondary Fire

Heroes
- PK HeroID
- Health
- Shields
- Armor
- Nationality
- Role
- Type

HeroesInMatches
- PK MatchID
- PK HeroID
- Team(Placement)