University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 2

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Group Number: 40

| Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Abbisheak Indran	42325548	abbi0714	abbisheakindran@gmail.com
Jason Mac	98402373	jmac03	jasonvanmac@gmail.com
Boris Wang	29529971	bwang46	boris.wang117@gmail.com

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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Summary

Our project is an application that stores player match data for the game: League of Legends. It will allow you to query information about user match histories, champion statistics and view team and item compositions. This project aims to help players improve their gameplay in League of Legends and assist developers through the use of historical data stored in our application.

ER Diagram
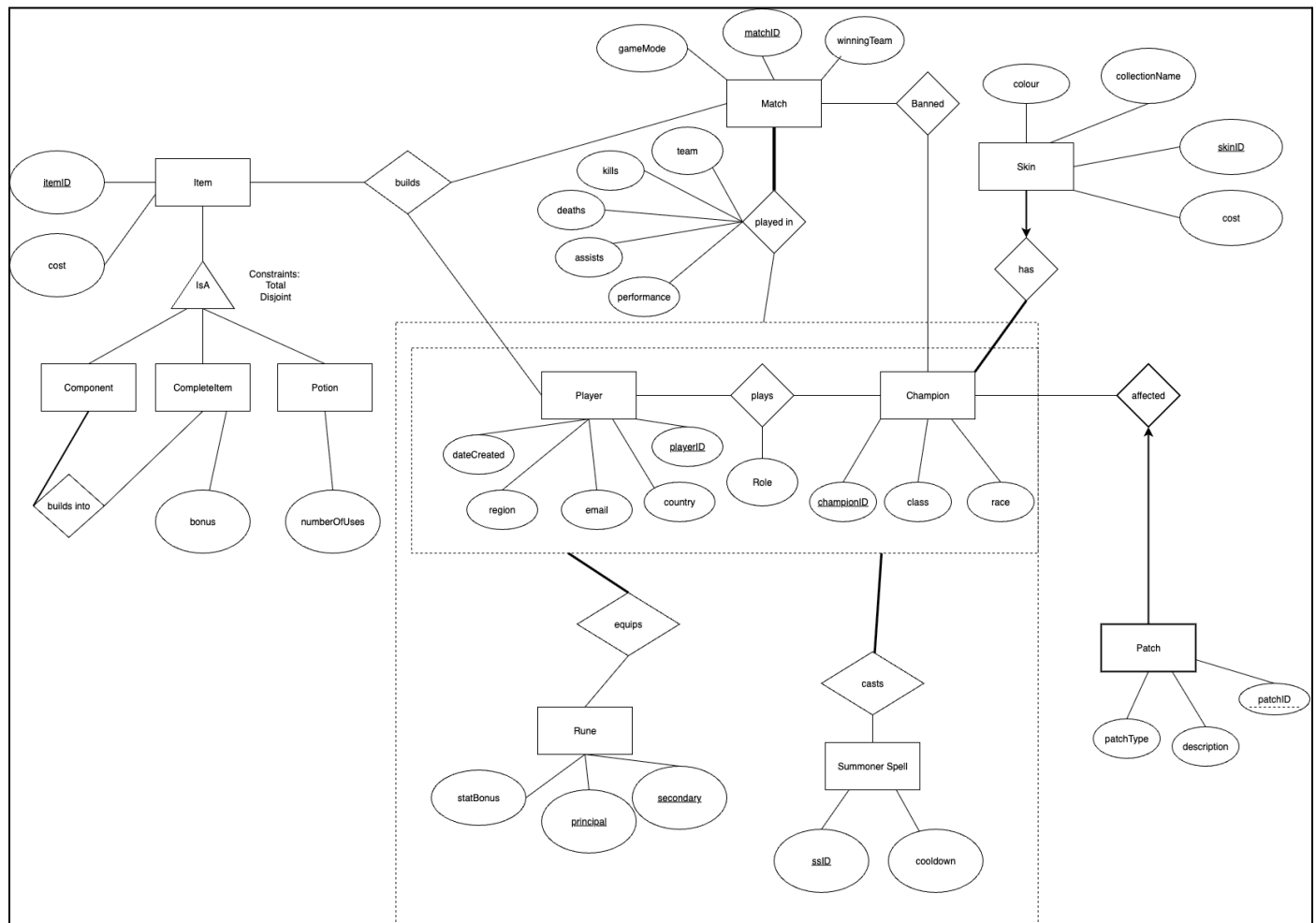
Notes:
- Added country and region to Player entity, made (username, region) a primary key
    - This change allows us to distinguish players better, which can be useful information when comparing trends between different regions e.g.: emerging strategies/team compositions in specific regions, what champions are most played in one region vs the other
- Added "builds" ternary relationship between Player, Item and Match

- Uniquely identifies relation of which the items that player built in a specific match, which was not captured in previous diagram

- Changed naming scheme to singular for entities
    - Make sure all entity naming conventions are the same
- Rename "User" entity to "Player" entity
    - "user" is a key word in Oracle, so we changed the entity name to "Player"
- Rename "type" to "class" as an attribute to the Champion entity
    - "type" is a key word in Oracle
- Rename "primary" to "principal" as an attribute to the Runes entity
    - "primary" is a key word in Oracle
- Added performance attribute to relationship "played in"
    - Extra attribute helps identify how the player performed in the match played, similar to other applications that give a "performance rating" based off of player statistics
- **TA changes:**
- Note on 'name' not being a uniquely identifying attribute for an entity, we changed all instances of this attribute to the form '<entityname>id' to make it more clear that it does uniquely identify an entity.
- **TA changes:** Notes on "Primary key for PlayedIn is missing". We did not make any changes with respect to this comment, as PlayedIn is a relationship and in class we were taught relationships do not have keys.

Initial Schema

- Player(playerID: CHAR, dateCreated: DATE, email: VARCHAR, country: VARCHAR, region: CHAR)
    - PK: (playerID)
- Match(matchID: INTEGER, winningTeam: CHAR, gameMode: CHAR)
    - PK: (matchID)
- Champion(championID: CHAR, class: CHAR, race: CHAR)
    - PK: (championID)
- BannedChampion(matchID: INTEGER, champ: CHAR)
    - PK: (matchID, champ)
    - FK: (matchID) references Match(matchID)
    - FK: (champ) references Champion(championID)
- PlayerPlaysChampion(pName: CHAR, cName: CHAR, role: CHAR)
    - PK: (pName, cName)
    - FK: (pName) references Player(playerID)
    - FK: (cName) references Champion(championID)
- PlayedIn(matchID: INTEGER, pName: CHAR, cName: CHAR, sName_D: CHAR, sName_F: CHAR, rPrimary: CHAR, rSecondary: CHAR, team: CHAR, role: CHAR, kills: INTEGER, deaths: INTEGER, assists: INTEGER, performance: CHAR)

- ○ Constraints:
  - ■ sName_D NOT NULL
  - ■ sName_F NOT NULL
  - ■ rPrimary NOT NULL
  - ■ rSecondary NOT NULL
- ○ PK: (matchID, pName, cName)
- ○ CK: (matchID, pName, cName), (matchID, role, team)
- ○ FK: (matchID) references Match(matchID)
- ○ FK: (pName) references Player(playerID)
- ○ FK: (cName) references Champion(championID)
- ○ FK: (sName_D) references SummonerSpell (ssID)
- ○ FK: (sName_F) references SummonerSpell (ssID)
- ○ FK: (rPrimary, rSecondary) references Rune(principal, secondary)
- ● ChampionHasSkin(cName: CHAR, skinID: CHAR, collectionName: CHAR, colour: CHAR, cost: NUMBER)
  - ○ PK: (skinID, cName)
  - ○ FK: (cName) references Champion(championID)
- ● SummonerSpell(ssID: CHAR, cooldown: INTEGER)
  - ○ PK: (ssID)
- ● Rune(principal: CHAR, secondary: CHAR, statBonus: CHAR)
  - ○ PK: (principal, secondary)
- ● Item(itemID: CHAR, cost: INTEGER, bonus: CHAR, numberOfUses: INTEGER, buildsInto: CHAR)
  - ○ PK: (itemID)
  - ○ CK: (itemID), (bonus)
  - ○ FK: (buildsInto) references Item(itemID)
- ● PlayerBuildsItem(matchID: INTEGER, pName: CHAR, item: CHAR)
  - ○ PK: (matchID, pName, item)
  - ○ FK: (matchID) references Match(matchID),
  - ○ FK: (pName) references Player(playerID)
  - ○ FK: (item) references Item(itemID)
- ● AffectedPatch(cName: CHAR, patchID: INTEGER, description: VARCHAR, patchtype: CHAR)
  - ○ PK: (cName, patchID)
  - ○ FK: (cName) references Champion(championID)

Notes:
- PlayedIn encapsulates equips and and casts relationships between User-Champion aggregation and Rune and SummonerSpell entities

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Functional Dependencies

- Player:
    - playerID → dateCreated, email, region, country
    - country → region
- Match:
    - matchID → winningTeam, gameMode
- Champion:
    - championID → class, race
- PlayedIn:
    - matchID, pName, cName → s_Name_D, s_Name_F, rPrimary, rSecondary, team, kills, death, assists
    - kills, deaths, assists → performance
    - matchID, role, team → pName, cName
- PlayerPlaysChampion:
    - pName, cName → role
- ChampionHasSkin:
    - skinID, cName → collectionName, colour, cost
    - collectionName → colour, cost
- SummonerSpell:
    - ssID → cooldown
- Rune:
    - principal → statBonus
- Item:
    - itemID → cost, bonus, numberOfUses
    - bonus → itemID
- PlayerBuildsItem:
    - matchID, pName → item
- AffectedPatch:
    - cName, patchID → description, patchType

Normalization (BCNF)

We will introduce all violations of BCNF in our tables and provide steps on how we derive the final tables. However, note that tables obeying BCNF will not be mentioned below.

1. Player violates BCNF via the FD: country → region
    1.1. Player(playerID: CHAR, dateCreated: DATE, email: VARCHAR, country: VARCHAR, region: CHAR)

- 1.2.
    - 1.2.1.   Player(playerID: CHAR, dateCreated: DATE, email: VARCHAR, country: VARCHAR)
    - 1.2.2.   Location(country: VARCHAR, region: CHAR)
2. <u>PlayedIn violates BCNF via the FD: kills, deaths, assists → performance</u>
    - 2.1.   PlayedIn(matchID: INTEGER, pName: CHAR, cName: CHAR, sName_D: CHAR, sName_F: CHAR, rPrimary: CHAR, rSecondary: CHAR, role: CHAR, team: CHAR, kills: INTEGER, deaths: INTEGER, assists: INTEGER, performance: CHAR)
        - 2.1.1.   PlayedIn(matchID: INTEGER, pName: CHAR, cName: CHAR, sName_D: CHAR, sName_F: CHAR, rPrimary: CHAR, rSecondary: CHAR, role: CHAR, team: CHAR, kills: INTEGER, deaths: INTEGER, assists: INTEGER)
        - 2.1.2.   GamePerformance(kills: INTEGER, deaths: INTEGER, assists: INTEGER performance: VARCHAR)
3. <u>ChampionHasSkin violates BCNF via the FD: collectionName → colour, cost</u>
    - 3.1.   ChampionHasSkin(cName: CHAR, skinID: CHAR, collectionName: CHAR, colour: CHAR, cost: NUMBER)
        - 3.1.1.   ChampionHasSkin(cName: CHAR, skinID: CHAR, collectionName: CHAR)
        - 3.1.2.   SkinCollection(collectionName: CHAR, colour: CHAR, cost: NUMBER)
4. <u>Rune violates BCNF via the FD: principal → statBonus</u>
    - 4.1.   Rune(principal: CHAR, secondary: CHAR, statBonus: CHAR)
        - 4.1.1.   Rune(principal: CHAR, secondary: CHAR)
        - 4.1.2.   RuneFamily(principal: CHAR, statBonus: CHAR)
5. <u>Item violates BCNF via the FD: bonus → itemID, itemID → bonus</u>
    - 5.1.   Item(itemID: CHAR, cost: INTEGER, bonus: CHAR, numberOfUses: INTEGER, buildsInto: CHAR)
        - 5.1.1.   ItemInfo(cost: INTEGER, bonus: CHAR, numberOfUses: INTEGER, buildsInto: CHAR)
        - 5.1.2.   Item(itemID: CHAR, bonus: CHAR)

Via the above decompositions we get the following new tables.
- Player(playerID: CHAR, dateCreated: DATE, email: VARCHAR, country: VARCHAR)
    - PK: playerID
    - FK: country references Location(country)
- Location(country: VARCHAR, region: CHAR)
    - PK: country
- PlayedIn(matchID: INTEGER, pName: CHAR, cName: CHAR, sName_D: CHAR, sName_F: CHAR, rPrimary: CHAR, rSecondary: CHAR, role: CHAR, team: CHAR, kills: INTEGER, deaths: INTEGER, assists: INTEGER)
    - Constraints:
        - sName_D NOT NULL
        - sName_F NOT NULL

- - ■ rPrimary NOT NULL
  - ■ rSecondary NOT NULL
  - ○ PK: (matchID, pName, cName)
  - ○ CK: (matchID, pName, cName), (matchID, role, team)
  - ○ FK: (matchID) references Match(matchID)
  - ○ FK: (pName) references Player(playerID)
  - ○ FK: (cName) references Champion(championID)
  - ○ FK: (sName_D) references SummonerSpell (ssID)
  - ○ FK: (sName_F) references SummonerSpell (ssID)
  - ○ FK: (rPrimary, rSecondary) references Rune(principal, secondary)
  - ○ FK: (kills, deaths, assists) references GamePerformance(kills, deaths, assists)
- GamePerformance(kills: INTEGER, deaths: INTEGER, assists: INTEGER, performance: VARCHAR)
  - ○ PK: (kills, deaths, assists)
- ChampionHasSkin(cName: CHAR, skinID: CHAR, collectionName: CHAR)
  - ○ PK: (skinID, cName)
  - ○ FK: (cName) references Champion(championID)
- SkinCollection(collectionName: CHAR, colour: CHAR, cost: NUMBER)
  - ○ PK: (collectionName)
- Rune(principal: CHAR, secondary: CHAR)
  - ○ PK: (principal, secondary)
  - ○ FK: (principal) references RuneFamily(principal)
- RuneFamily(principal: CHAR, statBonus: CHAR)
  - ○ PK: (principal)
- ItemInfo(cost: INTEGER, bonus: CHAR, numberOfUses: INTEGER, buildsInto: CHAR)
  - ○ PK: (bonus)
  - ○ FK: (buildsInto) references Item(itemID)
- Item(itemID: CHAR, bonus: CHAR)
  - ○ PK: (itemID)
  - ○ CK: (itemID), (bonus)

SQL DDL Statements

CREATE TABLE Location (

```
  country VARCHAR2(50) NOT NULL,
  region VARCHAR2(3),

  CONSTRAINT pk_Location PRIMARY KEY (country)
);

CREATE TABLE Player (
    playerID VARCHAR2(50) NOT NULL,
    country VARCHAR2(50) NOT NULL,
    dateCreated DATE,
    email VARCHAR2(50),

    CONSTRAINT pk_Player PRIMARY KEY (playerID),
    CONSTRAINT fk_Player FOREIGN KEY (country) REFERENCES Location(country)
);

CREATE TABLE Champion (
  championID VARCHAR2(50) NOT NULL,
  class VARCHAR2(50),
  race VARCHAR2(50),

  CONSTRAINT pk_Champion PRIMARY KEY (championID)
);


CREATE TABLE SkinCollection (
  collectionName VARCHAR(50) NOT NULL,
  colour VARCHAR2(50),
  cost NUMBER(8, 2),
  CONSTRAINT pk_SkinCollection PRIMARY KEY (collectionName)
);



CREATE TABLE ChampionHasSkin (
  cName VARCHAR2(50) NOT NULL,
  skinID VARCHAR2(50) NOT NULL,
  collectionName VARCHAR2(50) NOT NULL,

  CONSTRAINT pk_ChampionHasSkin PRIMARY KEY (skinID, cName),

  CONSTRAINT fk1_ChampionHasSkin FOREIGN KEY (cName)
    REFERENCES Champion(championID)
```

```
    ON DELETE CASCADE,

  CONSTRAINT fk2_ChampionHasSkin FOREIGN KEY (collectionName)
    REFERENCES SkinCollection(collectionName)
    ON DELETE CASCADE
);

CREATE TABLE RuneFamily (
  principal VARCHAR2(50) NOT NULL,
  statBonus VARCHAR2(50),
  CONSTRAINT pk_RuneFamily PRIMARY KEY (principal)
);




CREATE TABLE Rune (
  principal VARCHAR2(50) NOT NULL,
  secondary VARCHAR2(50) NOT NULL,
  constraint pk_Rune PRIMARY KEY (principal, secondary),
  constraint fk_Rune FOREIGN KEY (principal) REFERENCES RuneFamily (principal)
);




CREATE TABLE PlayedIn (
  matchID INTEGER NOT NULL,
  uName VARCHAR2(50) NOT NULL,
  cName VARCHAR2(50) NOT NULL,
  sName_F VARCHAR2(50) NOT NULL,
  sName_D VARCHAR2(50) NOT NULL,
  rPrincipal VARCHAR2(50) NOT NULL,
  rSecondary VARCHAR2(50) NOT NULL,
  role CHAR(10) NOT NULL,
  team CHAR(10) NOT NULL,
  kills INTEGER,
  assists INTEGER,
  deaths INTEGER,

  CONSTRAINT pk_PlayedIn PRIMARY KEY (matchID, uName, cName),

  CONSTRAINT ck_PlayedIn UNIQUE (matchID, role, team),

  CONSTRAINT fk1_PlayedIn FOREIGN KEY (matchID) REFERENCES Match (matchID)
    ON DELETE CASCADE,
```

```
  CONSTRAINT fk2_PlayedIn FOREIGN KEY (uName, cName) REFERENCES PlayerPlaysChampion
(pName, cName)
    ON DELETE SET NULL,

  CONSTRAINT fk3_PlayedIn FOREIGN KEY (rPrincipal, rSecondary) REFERENCES Rune (principal,
secondary)
    ON DELETE SET NULL

  CONSTRAINT fK4_PlayedIn FOREIGN KEY (kills, deaths, assists) REFERENCES
GamePerformance(kills, deaths, assists)
        ON DELETE NO ACTION
);

CREATE TABLE ItemInfo (
  bonus VARCHAR2(50),
  cost INTEGER,
  numberOfUses INTEGER,
  buildsInto VARCHAR2(50),

  CONSTRAINT pk_ItemInfo PRIMARY KEY (bonus),

  CONSTRAINT fk_BuildsInto FOREIGN KEY (buildsInto) REFERENCES Item(itemID)
    ON DELETE CASCADE
);

CREATE TABLE Item (
  itemID VARCHAR2(50),
  bonus VARCHAR2(50) UNIQUE,
  CONSTRAINT pk_Item PRIMARY KEY (itemID)
);


CREATE TABLE Match (
  matchID INTEGER,
  winningTeam CHAR(10),
  gameMode CHAR(10),

  CONSTRAINT pk_Match PRIMARY KEY (matchID)
);

CREATE TABLE BannedChampion (
  matchID INTEGER,
```

```
  cName VARCHAR2(50),

  CONSTRAINT pk_BannedChampion PRIMARY KEY (matchID, cName),

  CONSTRAINT fk1_BannedChampion FOREIGN KEY (matchID) REFERENCES Match(matchID)
    ON DELETE CASCADE,
  CONSTRAINT fk2_BannedChampion FOREIGN KEY (cName) REFERENCES
Champion(championID)
    ON DELETE SET NULL
);


CREATE TABLE SummonerSpell (
  ssID  VARCHAR2(50),
  cooldown INTEGER,

  CONSTRAINT pk_SummonerSpell PRIMARY KEY (ssID)
);


CREATE TABLE PlayerBuildsItems (
  matchID INTEGER,
  pName VARCHAR2(50),
  item VARCHAR2(50),
  PRIMARY KEY (matchID, pName, item),

  FOREIGN KEY (matchID) REFERENCES MATCH(matchID),

  FOREIGN KEY (pName) REFERENCES Player(playerID),

  FOREIGN KEY (item) REFERENCES Item(itemID)

);


CREATE TABLE AffectedPatch (
  cName VARCHAR2(50),
  patchID INTEGER,
  description VARCHAR2(50),
  patchType VARCHAR2(50),
  CONSTRAINT pk_AffectedPatch PRIMARY KEY (cName, patchID),

  CONSTRAINT fk_AffectedPatch FOREIGN KEY (cName) REFERENCES Champion(championID)
```

```
    ON DELETE CASCADE
);

CREATE TABLE PlayerPlaysChampion (
  pName VARCHAR2(50),
  cName VARCHAR2(50),
  role CHAR(10),

  CONSTRAINT pk_PlayerPlaysChampion PRIMARY KEY (pName, cName),

  CONSTRAINT fk1_PlayerPlaysChampion FOREIGN KEY (cName) REFERENCES
Champion(championID)
    ON DELETE CASCADE,

  CONSTRAINT fk2_PlayerPlaysChampion FOREIGN KEY (pName) REFERENCES Player(playerID)
    ON DELETE CASCADE
);


CREATE TABLE GamePerformance (
    kills INTEGER,
    deaths INTEGER,
    assists INTEGER,
        performance VARCHAR2(50),
    CONSTRAINT pk_gamePerformance PRIMARY KEY (kills, deaths, assists)
);


-- Inserting into Location Table
INSERT INTO Location (country, region) VALUES ('USA', 'NA');
INSERT INTO Location (country, region) VALUES ('Canada', 'NA');
INSERT INTO Location (country, region) VALUES ('Germany', 'EU');
INSERT INTO Location (country, region) VALUES ('France', 'EU');
INSERT INTO Location (country, region) VALUES ('South Korea', 'KR');
INSERT INTO Location (country, region) VALUES ('England', 'EU');
INSERT INTO Location (country, region) VALUES ('China', 'CN');
INSERT INTO Location (country, region) VALUES ('Nigeria', 'AF');
INSERT INTO Location (country, region) VALUES ('Pakistan', 'AP');

-- Inserting into Player Table
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('topLaneLegend',
TO_DATE('2014-12-01', 'YYYY-MM-DD'), 'ses_ela@gmail.com', 'Canada');
```

INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('DoubleLift', TO_DATE('2015-06-25', 'YYYY-MM-DD'), 'pengyilang@hotmail.com', 'Pakistan');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('hideonbush', TO_DATE('2013-01-21', 'YYYY-MM-DD'), 'midgap@gmail.com', 'South Korea');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('midOrFeed', TO_DATE('2016-04-20', 'YYYY-MM-DD'), 'johnsmith@hotmail.com', 'China');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('G2Caps', TO_DATE('2014-02-15', 'YYYY-MM-DD'), 'rasmuswinther@yahoo.com', 'France');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('Buasffs', TO_DATE('2015-03-19', 'YYYY-MM-DD'), 'simonhof@gmail.com', 'Germany');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('theshy', TO_DATE('2017-02-20', 'YYYY-MM-DD'), 'seunglok@hotmail.com', 'Germany');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('rekkless', TO_DATE('2018-09-18', 'YYYY-MM-DD'), 'carlmartin@gmail.com', 'Nigeria');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('GenChovy', TO_DATE('2020-05-16', 'YYYY-MM-DD'), 'jihoon@hotmail.com', 'South Korea');
INSERT INTO Player (playerID, dateCreated, email, country) VALUES ('doinb', TO_DATE('2023-02-18', 'YYYY-MM-DD'), 'supercarry@hotmail.com', 'England');

-- Inserting into Champion Table
INSERT INTO Champion (championID, class, race) VALUES ('Garen', 'Bruiser', 'Demacia');
INSERT INTO Champion (championID, class, race) VALUES ('Caitlyn', 'Marksman', 'Piltover');
INSERT INTO Champion (championID, class, race) VALUES ('Lulu', 'Enchanter', 'Yordle');
INSERT INTO Champion (championID, class, race) VALUES ('Irelia', 'Fighter', 'Ionia');
INSERT INTO Champion (championID, class, race) VALUES ('Ahri', 'Mage', 'Ionia');
INSERT INTO Champion (championID, class, race) VALUES ('K'Sante', 'Tank', 'Nazumah');
INSERT INTO Champion (championID, class, race) VALUES ('Yasuo', 'Skirmisher', 'Ionia');
INSERT INTO Champion (championID, class, race) VALUES ('Lucian', 'Marksman', 'Demacia');
INSERT INTO Champion (championID, class, race) VALUES ('Azir', 'Mage', 'Shurima');
INSERT INTO Champion (championID, class, race) VALUES ('Talon', 'Assassin', 'Noxus');

-- Inserting into SkinCollection
INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('God-King', 'Blue', 25.00);
INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('Star Guardian', 'Pink', 90.00);
INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('Arcade', 'Purple', 250.00);
INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('High Noon', 'Orange', 10.00);
INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('Enduring Sword', 'Blue', 15.25);
INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('Warring Kingdoms', 'Gold', 500.00);

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INSERT INTO SkinCollection (collectionName, colour, cost) VALUES ('Default', 'Default', 0.00);

-- Inserting into ChampionHasSkin table using default skins
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Garen', 'Garen001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Caitlyn', 'Caitlyn001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Lulu', 'Lulu001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Irelia', 'Irelia001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Ahri', 'Ahri001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('K''Sante', 'KSante001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Yasuo', 'Yasuo001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Lucian', 'Lucian001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Azir', 'Azir001', 'Default');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Talon', 'Talon001', 'Default');

-- Inserting into ChampionHasSkin table without using default skins
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Garen', 'Garen002', 'God-King');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Garen', 'Garen003', 'High Noon');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Ahri', 'Ahri002', 'Star Guardian');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Yasuo', 'Yasuo002', 'Enduring Sword');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Lulu', 'Lulu002', 'Star Guardian');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Irelia', 'Irelia002', 'Arcade');
INSERT INTO ChampionHasSkin (cName, skinID, collectionName) VALUES ('Azir', 'Azir002', 'Warring Kingdom');

-- Inserting into Match Table

INSERT INTO Match (matchID, winningTeam, gameMode) VALUES (1, 'Blue', 'Ranked');
INSERT INTO Match (matchID, winningTeam, gameMode) VALUES (2, 'Red', 'Unrated');
INSERT INTO Match (matchID, winningTeam, gameMode) VALUES (3, 'Blue', 'Unrated');
INSERT INTO Match (matchID, winningTeam, gameMode) VALUES (4, 'Red', 'Unrated');
INSERT INTO Match (matchID, winningTeam, gameMode) VALUES (5, 'Blue', 'Ranked');

-- Inserting into AffectedPatch Table
INSERT INTO AffectedPatch (cName, patchID, description, patchType) VALUES ('Garen', 101, 'Increased base health', 'buff');
INSERT INTO AffectedPatch (cName, patchID, description, patchType) VALUES ('Caitlyn', 101, 'Reduced attack speed', 'debuff');
INSERT INTO AffectedPatch (cName, patchID, description, patchType) VALUES ('Lulu', 102, 'Improved shield strength', 'buff');
INSERT INTO AffectedPatch (cName, patchID, description, patchType) VALUES ('Irelia', 102, 'Lowered cooldown on Q', 'buff');
INSERT INTO AffectedPatch (cName, patchID, description, patchType) VALUES ('Ahri', 103, 'Increased mana cost on E', 'debuff');

-- Insert into SummonserSpell Table
INSERT INTO SummonerSpell (ssID, cooldown) VALUES ('Flash', 300);
INSERT INTO SummonerSpell (ssID, cooldown) VALUES ('Barrier', 300);
INSERT INTO SummonerSpell (ssID, cooldown) VALUES ('Ignite', 180);
INSERT INTO SummonerSpell (ssID, cooldown) VALUES ('Teleport', 360);
INSERT INTO SummonerSpell (ssID, cooldown) VALUES ('Smite', 90);
INSERT INTO SummonerSpell (ssID, cooldown) VALUES ('Heal', 240);

-- Insert into RuneFamily
INSERT INTO RuneFamily (principal, statBonus) VALUES ('Precision', 'Attack Speed');
INSERT INTO RuneFamily (principal, statBonus) VALUES ('Domination', 'Adaptive Force');
INSERT INTO RuneFamily (principal, statBonus) VALUES ('Sorcery', 'Ability Power');
INSERT INTO RuneFamily (principal, statBonus) VALUES ('Resolve', 'Bonus Health');
INSERT INTO RuneFamily (principal, statBonus) VALUES ('Inspiration', 'Cooldown Reduction');

-- Insert into Rune Table
INSERT INTO Rune (principal, secondary) VALUES ('Precision', 'Domination');
INSERT INTO Rune (principal, secondary) VALUES ('Domination', 'Sorcery');
INSERT INTO Rune (principal, secondary) VALUES ('Sorcery', 'Inspiration');
INSERT INTO Rune (principal, secondary) VALUES ('Resolve', 'Precision');
INSERT INTO Rune (principal, secondary) VALUES ('Inspiration', 'Resolve');

-- INSERT INTO BannedChampion Table
INSERT INTO BannedChampion (matchID, cName) VALUES (1, 'Garen');

```
INSERT INTO BannedChampion (matchID, cName) VALUES (1, 'Irelia');
INSERT INTO BannedChampion (matchID, cName) VALUES (1, 'Ahri');
INSERT INTO BannedChampion (matchID, cName) VALUES (1, 'Lulu');
INSERT INTO BannedChampion (matchID, cName) VALUES (5, 'Garen');
INSERT INTO BannedChampion (matchID, cName) VALUES (5, 'Azir');
INSERT INTO BannedChampion (matchID, cName) VALUES (5, 'Talon');
INSERT INTO BannedChampion (matchID, cName) VALUES (5, 'Yasuo');

-- INSERT INTO ItemInfo Table
INSERT INTO ItemInfo (bonus, cost, numberOfUses, buildsInto) VALUES
                    ('Glory', 350, NULL, 'Mejais Soulstealer');
INSERT INTO ItemInfo (bonus, cost, numberOfUses, buildsInto) VALUES
                    ('Ever Rising Moon', 2900, NULL, NULL);
INSERT INTO ItemInfo (bonus, cost, numberOfUses, buildsInto) VALUES
                    ('Manaflow', 2900, NULL, 'Muramana');
INSERT INTO ItemInfo (bonus, cost, numberOfUses, buildsInto) VALUES
                    ('Drain', 500, 1, NULL);
INSERT INTO ItemInfo (bonus, cost, numberOfUses, buildsInto) VALUES
                    ('Immolate', 900, NULL, 'Sunfire Aegis');

-- INSERT INTO Item Table
INSERT INTO Item (itemID, bonus) VALUES ('Dark Seal', 'Glory');
INSERT INTO Item (itemID, bonus) VALUES ('Eclipse', 'Ever Rising Moon');
INSERT INTO Item (itemID, bonus) VALUES ('Manamune', 'Manaflow');
INSERT INTO Item (itemID, bonus) VALUES ('Elixir of Wraith', 'Drain');
INSERT INTO Item (itemID, bonus) VALUES ('Bami's Cinder', 'Immolate');

-- INSERT INTO PlayerBuildsItems
INSERT INTO PlayerBuildsItems (matchID, pName, item) VALUES (1, 'theshy', 'Eclipse');
INSERT INTO PlayerBuildsItems (matchID, pName, item) VALUES (1, 'hideonbush', 'Dark Seal');
INSERT INTO PlayerBuildsItems (matchID, pName, item) VALUES (1, 'hideonbush', 'Manamune');
INSERT INTO PlayerBuildsItems (matchID, pName, item) VALUES (2, 'G2Caps', 'Elixir of Wraith');
INSERT INTO PlayerBuildsItems (matchID, pName, item) VALUES (3, 'topLaneLegend', 'Bami's Cinder');
INSERT INTO PlayerBuildsItems (matchID, pName, item) VALUES (3, 'topLaneLegend', 'Eclipse');


-- INSERT INTO PlayerPlaysChampion
INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('theshy', 'Irelia', 'Top');
INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('hideonbush', 'Ahri', 'Mid');
INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('DoubleLift', 'Caitlyn', 'ADC');
INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('rekkless', 'Lulu', 'Support');
INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('doinb', 'Talon', 'Jungle');
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INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('G2Caps', 'Azir', 'Mid');
INSERT INTO PlayerPlaysChampion (pName, cName, role) VALUES ('topLaneLegend', 'Garen', 'Top');

-- INSERT INTO PlayedIn
INSERT INTO PlayedIn (matchID, uName, cName, sName_F, sName_D, rPrincipal, rSecondary, role, team, kills, assists, deaths)
VALUES (1, 'theshy', 'Irelia', 'Flash', 'Teleport', 'Precision', 'Domination', 'Top', 'Blue', 10, 8, 2);

INSERT INTO PlayedIn (matchID, uName, cName, sName_F, sName_D, rPrincipal, rSecondary, role, team, kills, assists, deaths)
VALUES (1, 'hideonbush', 'Ahri', 'Flash', 'Ignite', 'Domination', 'Sorcery', 'Mid', 'Blue', 12, 9, 1);

INSERT INTO PlayedIn (matchID, uName, cName, sName_F, sName_D, rPrincipal, rSecondary, role, team, kills, assists, deaths)
VALUES (1, 'DoubleLift', 'Caitlyn', 'Flash', 'Heal', 'Precision', 'Domination', 'ADC', 'Blue', 7, 11, 0);

INSERT INTO PlayedIn (matchID, uName, cName, sName_F, sName_D, rPrincipal, rSecondary, role, team, kills, assists, deaths)
VALUES (1, 'rekkless', 'Lulu', 'Flash', 'Heal', 'Sorcery', 'Inspiration', 'Support', 'Blue', 2, 22, 5);

INSERT INTO PlayedIn (matchID, uName, cName, sName_F, sName_D, rPrincipal, rSecondary, role, team, kills, assists, deaths)
VALUES (1, 'doinb', 'Talon', 'Flash', 'Smite', 'Domination', 'Sorcery', 'Jungle', 'Blue', 5, 4, 6);

INSERT INTO PlayedIn (matchID, uName, cName, sName_F, sName_D, rPrincipal, rSecondary, role, team, kills, assists, deaths)
VALUES (2, 'G2Caps', 'Azir', 'Flash', 'Barrier', 'Sorcery', 'Inspiration', 'Mid', 'Red', 1, 3, 9);

-- INSERT INTO GamePerformance
-- Great: KDA >= 4.0 or 0 Deaths | Good: KDA >= 2.0 | Poor: KDA >= 1.0 | Bad: KDA < 1.0
INSERT INTO GamePerformance (kills, deaths, assists, performance) VALUES (15, 1, 5, 'Great');
INSERT INTO GamePerformance (kills, deaths, assists, performance) VALUES (10, 2, 8, 'Great');
INSERT INTO GamePerformance (kills, deaths, assists, performance) VALUES (3, 4, 25, 'Great');
INSERT INTO GamePerformance (kills, deaths, assists, performance) VALUES (8, 4, 3, 'Good');
INSERT INTO GamePerformance (kills, deaths, assists, performance) VALUES (5, 5, 2, 'Poor');
INSERT INTO GamePerformance (kills, deaths, assists, performance) VALUES (2, 7, 3, 'Bad');