Lab1(COE848) – Database Specifications

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For this given project, my objective throughout the course is to create an application that maintains a database of eSports matches, for the game "League of Legends" – (LoL), along with their respective teams and players. Included in this database will be all kinds of stats that range from KDA, meaning kill-death-assist ratio, to stats such as creep score. I will note which major tournament the matches were held in, when they were played, and any other relevant information about the match such that anybody who did not watch the match would still have the complete recollection of what occurred during the match.

The reason I have chosen this topic is because of my passion for the game ever since I was in elementary school. For 11 years, I have played this game and followed the eSports scene as it rose to the spotlight of today. The development, beginning as a small indie company to todays monstrous tycoon, catalyzed when the hearts of the players roared in excitement for the matches played in the early years of the game's lifetime. My passion for this will be directly translated into making an application where users are given the ability to access the detailed analytics to what occurred during a match.

In order to accomplish this; I must answer the key questions that are relevant to determining a match's outcome such as:

- Which teams along with their respective players are playing in this match?
- Who was the MVP of the match?
- Which side had the gold advantage at the end of the game?
- Which side had the most dragons?
- What was the respective KDAs for each member from each team?
- What was each player's damage per minute (DPM)?
- What was each player's creep score per minute (CSM)?
- What was each player's ward score per minute (WPM)?
- What were the champions picked on each team?
- What were the bans from each team?