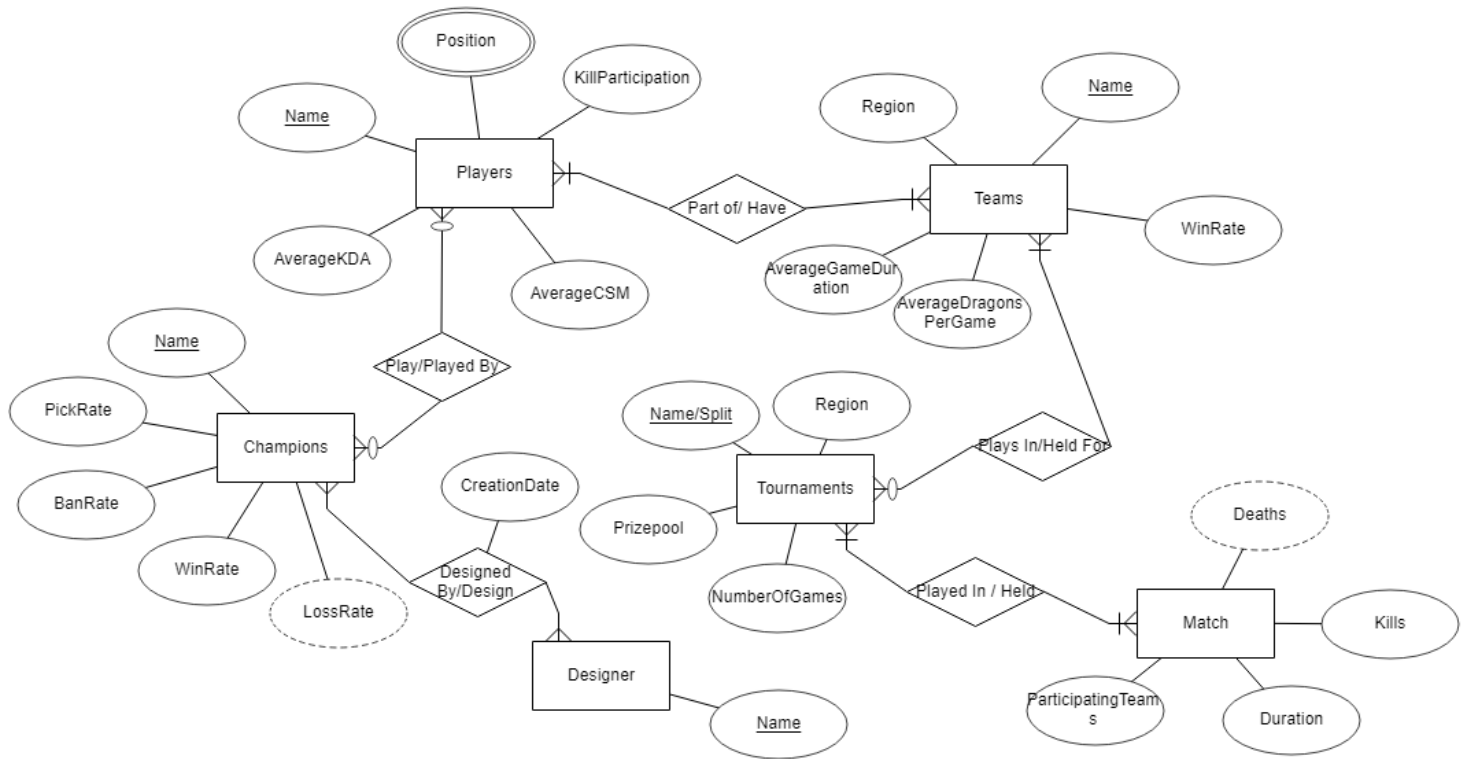


## COE848 Lab 2 – ERD Report

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Players: This entity holds the person's statistics	
Name	Person's in-game name
Position	Lane that the person plays
Average KDA	Average kills/deaths/assists ratio
Average CSM	Average creep score per minute
Kill Participation	Average Kill participation

Champions: This entity holds the character's pre/post game statistics	
Name	Name of the character
Pick Rate (%)	Number of games played in / Total games
Ban Rate (%)	Number of games banned / Total games
Win Rate (%)	Number of wins / Total games
Loss Rate (%) [Derived from (100% - Win Rate )]	Loss percentage of champion

Teams: This entity holds the team's details	
Name	Name of organization
Region	Region the team plays in
Win Rate	Number of wins / Total games
Average Dragons Per Game	Sum of dragons per game/ Total games
Average Game Duration	Sum of duration of games / Total games

Tournaments: This entity holds the tournament's details	
Name/Split	Name of the tournament with the split its played in
Region	Region the tournament is held in
Number of Games	Total number of matches played
Prizepool	Total amount of money to be won

Match: This entity holds the match's details	
Participating Teams	Name of teams that played in this match
Duration	The total time of the game
Kills	Total accumulated kills per team
Deaths [Derived from kills]	Total accumulated deaths per team

Designer: This entity holds the creator of the champion's details	
Name	Name of the creator

Relationships		
Players – Teams	Many to Many	Each player will be part of one team at a time, however they may have been part of different teams previously. Each team will have many players.
Players - Champions	Many to Many	Each player can play many champions, and each champion may be played by different players.
Teams – Tournaments	Many to Many	Each team can be part of many tournaments, and each tournament will need many teams
Tournaments - Match	Many to Many	Each tournament will hold many matches, and each match can be played in many tournaments
Champions – Designer	Many to Many	Each champion can be designed by many designers, and each designer can design multiple champions