University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project

Milestone #: 2
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Group Number: 48

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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 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

2. Project Summary

This database models characteristics of events and players in the competitive Valorant esports scene. This database could be used by coaches, fans, and analysts to analyse and predict future outcomes. People using the database will be able to query for and view previous events and the organisations participating in them.

3. ER diagram
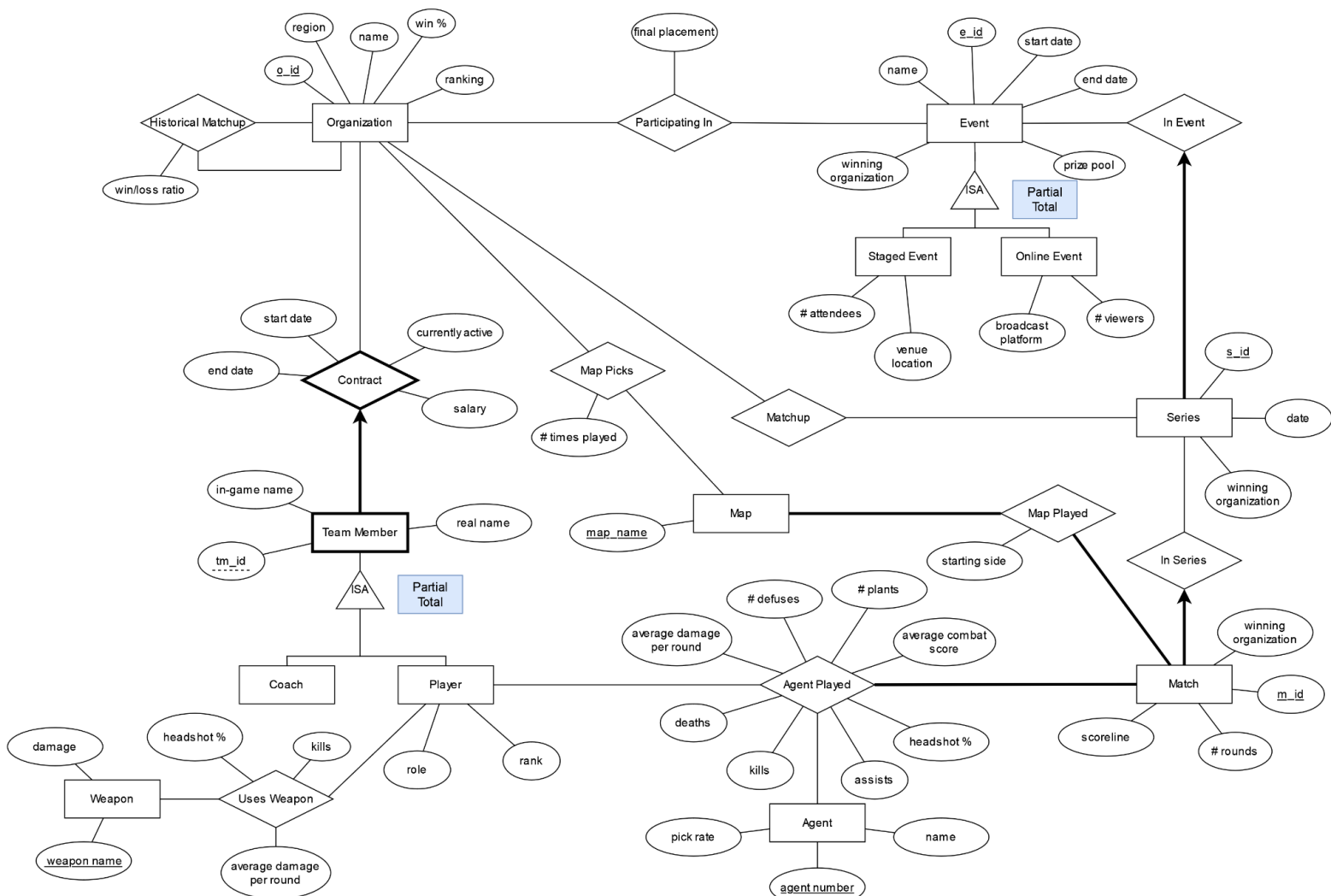
The changes that we have made include:
- Weak entity 'Team Member' key is now dotted underline, following TA comment
- Added ISA constraints on ER diagram, following TA comment
- Removed 'match history' from 'Organization' because it cannot be accurately represented as an attribute
- Renamed 'ranking' to 'final placement' in the relationship 'Participating in' for clarity and differentiate it from other entities with a 'ranking' attribute
- Separated 'KDA' attribute of 'Agent played' relationship into separate attributes: 'kills', 'deaths', 'assists'
- Changed relationship 'Team member-Agent Played' to 'Player-Agent Played'
- Changed one-to-many relationship between 'Organization-Event' to many-to-many
- Renamed 'Prefers to Use' relationship to 'Uses Weapon' in the many to many relationship from weapon to team member for improved clarity. Added 'kills', 'HS%', 'average damage per round' stats to 'Prefers to Use' to add more information to database
- Removed 'Ranged' and 'Melee' ISA subclasses from 'Weapon' entity and their attributes, as it is more related to the Valorant itself, and not relevant to Valorant esports results or player's stats.
- Removed abilities attributes on 'Agent', as it is more related to the game itself, and not relevant to Valorant esports results or player's stats.
- Removed 'caster' attribute from 'Event' entity and 'analysts' attribute from 'Staged Event' entity, as it is more related to the viewing experience of a particular event, and not relevant to valorant esports results or player's stats.
- Renamed 'In' to 'In Event' and 'Played in' to 'In Series' to improve clarity when referring to the two relationships
- Added '# times played' attribute to 'Map picks' as it allows our database to present more information
- Added '# rounds' attribute to 'Match' as it allows our database to present more information
- Renamed 'ACS' to 'average combat score' to improve clarity
- Added 'name' attribute to 'Event' entity for improved identification

4. Schema

- **HistoricalMatchup**(o_id1: INTEGER, o_id2: INTEGER, win/loss ratio: CHAR(255))
    - PK: (o_id1, o_id2)
- **Organization**(o_id: INTEGER, name: CHAR(255) UNIQUE NOT NULL, ranking: INTEGER UNIQUE, region: CHAR(255) NOT NULL, win%: REAL)
    - PK: o_id
- **ParticipatingIn**(o_id: INTEGER, final placement: INTEGER UNIQUE, e_id: INTEGER)
    - PK: (o_id, e_id)
    - FK: o_id, e_id
- **Event**(e_id: INTEGER, name: CHAR(255) NOT NULL, start date: DATE NOT NULL, end date: DATE NOT NULL, winning organization: CHAR(255), prize pool: REAL NOT NULL)
    - PK: e_id
- **StagedEvent**(e_id: INTEGER, # attendees: INTEGER, venue location: CHAR(255) NOT NULL)
    - PK: e_id
- **OnlineEvent**(e_id: INTEGER, # viewers: INTEGER, broadcast platform: CHAR(255) NOT NULL)
    - PK: e_id
- **Series-InEvent**(s_id: INTEGER, date: DATE NOT NULL, winning organization: CHAR(255), e_id: INTEGER)
    - PK: s_id
    - FK: e_id
- **Match-InSeries**(m_id: INTEGER, # rounds: INTEGER, winning organization: CHAR(255) NOT NULL, scoreline: CHAR(255) NOT NULL, s_id: INTEGER)
    - PK: m_id
    - FK: s_id
- **Matchup**(s_id: INTEGER, o_id: INTEGER)
    - PK: (s_id, o_id)
    - FK: s_id, o_id
- **Agent**(agent number: INTEGER, name: CHAR(255) UNIQUE NOT NULL, pick rate: REAL NOT NULL)
    - PK: agent number
- **AgentPlayed**(m_id: INTEGER, agent number: INTEGER, tm_id: INTEGER, kills: INTEGER, deaths: INTEGER, assists: INTEGER, headshot %: double, AvgCombatScore: INTEGER, # plants: INTEGER, # defuses: INTEGER, # rounds: INTEGER, average combat score: INTEGER)
    - PK: (m_id, agent number, tm_id)
    - FK: m_id, agent number, tm_id
- **TeamMember-Contract**(tm_id: INTEGER, real name: CHAR(255) UNIQUE, in-game name: CHAR(255) UNIQUE NOT NULL, currently active: bool NOT NULL, salary: INTEGER, start date: DATE, end date: DATE, o_id: INTEGER)
   - PK: tm_id
    - FK: o_id

- **Player**(tm_id: INTEGER, rank: CHAR(255), role: CHAR(255))
    - PK: tm_id
- **Coach**(tm_id: INTEGER)
    - PK: tm_id
- **UsesWeapon**(tm_id: INTEGER, weapon name: CHAR(255) UNIQUE, average damage per round: REAL, headshot %: REAL)
    - PK: (tm_id, weapon_name)
    - FK: tm_id, weapon name
- **MapPlayed**(m_id: INTEGER, map_name: CHAR(255) NOT NULL, starting side: CHAR(255) NOT NULL)
    - PK: (m_id, map_name)
    - FK: m_id, map_name
- **Weapon**(weapon name: CHAR(255), damage: INTEGER)
    - PK: weapon name
- **Map**(map name: CHAR(255))
    - PK: map name
- **MapPicks**(map name: CHAR(255), o_id: INTEGER, # times played: INTEGER)
    - PK: (map name, o_id)
    - FK: map name, o_id

5. Functional Dependencies (FDs)

- *Primary Key FD's*
    - **Organization**
        - o_id -> name, ranking, region, win %
    - **Historical Matchup (Organization-Organization)**
        - o_id, o_id -> win/loss ratio
    - **Participating In (Organization-Event)**
        - o_id, e_id -> final placement
    - **Team Member-Contract**
        - tm_id -> in-game name, real name
        - tm_id -> start date, end date, salary, currently active
        - tm_id -> o_id (foreign key)
    - **Player**
        - tm_id -> role, rank
    - **Weapon**
        - weapon name -> damage
    - **Uses Weapon (Weapon-Player)**
        - tm_id, weapon name -> kills, average damage per round, headshot %
    - **Event**
        - e_id -> start date, end date, winning organization, prize pool
    - **Staged Event**
        - e_id -> # attendees, venue location
    - **Online Event**
        - e_id -> broadcast platform, # viewers
    - **Series-In Event**

- - s_id -> winning organization, date
  - s_id -> e_id (foreign key)
- **Match-In Series**
  - m_id -> scoreline, winning organization, # rounds
  - m_id -> s_id (foreign key)
- **Map Picks (Organization-Map)**
  - O_id, Map_name -> # times played
- **Map Played (Map-Match)**
  - Map_name, m_id -> starting side
- **Agent**
  - agent number -> name, pick rate
- **Agent Played (Player-Match-Agent)**
  - Tm_id, m_id, agent number-> kills, deaths, assists, average damage per round, # plants, # defuses, headshot %, average combat score
- *Additional FD's*
  - **Organization**
    - name -> region, ranking, win %
  - **Team Member-Contract**
    - start date, end date -> currently active
  - **Agent played (Player-Match-Agent)**
    - kills, deaths, assists, # plants, # defuses, # rounds -> average combat score
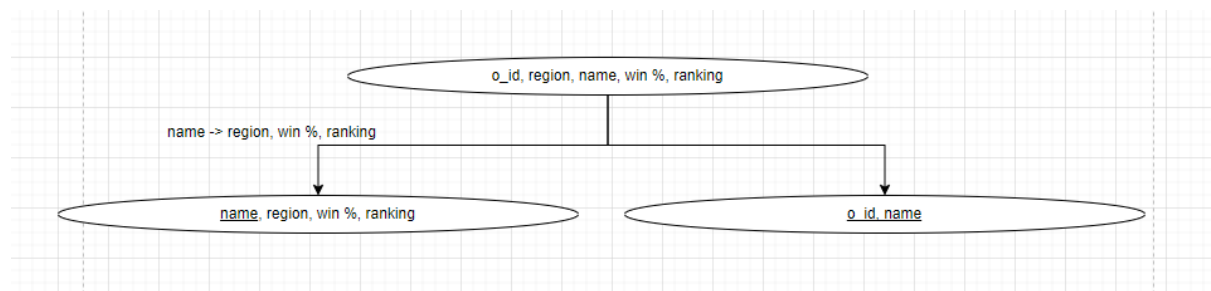 - **Agent**
    - name -> pick rate

6. Normalization
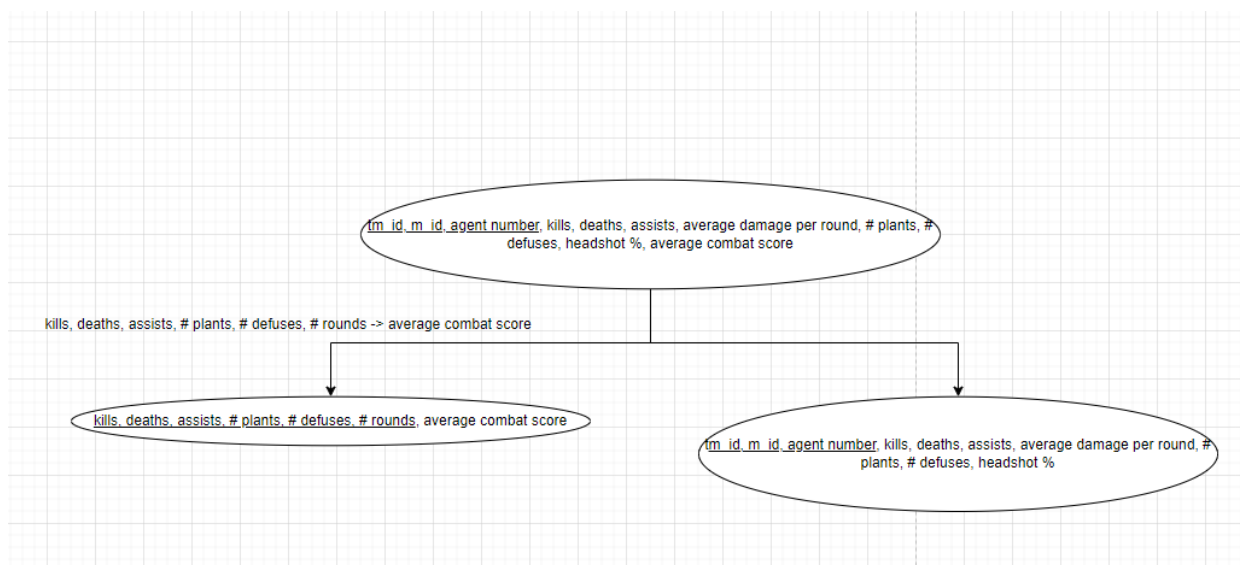
Normalization of 'AgentPlayed' table
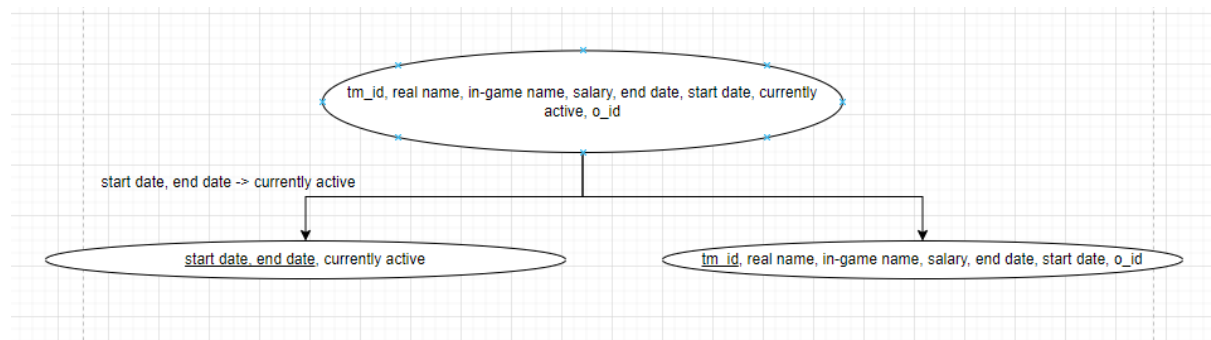
Normalization of 'TeamMember-Contract' table

Normalization of 'Organization' table

Updated Tables After Normalization

- **OrganizationID**(o_id: INTEGER, name: CHAR(255) UNIQUE NOT NULL)
    - PK: o_id
- **Organization**(name: CHAR(255), ranking: INTEGER UNIQUE, region: CHAR(255) NOT NULL, win %: REAL)
    - PK: name
- **HistoricalMatchup**(o_id1: INTEGER, o_id2: INTEGER, win/loss ratio: CHAR(255))
    - PK: (o_id1, o_id2)
- **ParticipatingIn**(o_id: INTEGER, final placement: INTEGER UNIQUE, e_id: INTEGER)
    - PK: (o_id, e_id)
    - FK: o_id, e_id
- **TeamMemberContract**(tm_id: INTEGER, in-game name: CHAR(255) UNIQUE NOT NULL, real name: CHAR(255) UNIQUE, start date: DATE, end date: DATE, salary: INTEGER, o_id: INTEGER)
    - PK: tm_id
    - FK: o_id
- **Contract**(start date: DATE, end date: DATE, currently active: BOOL)
    - PK: start date, end date
- **Coach**(tm_id: INTEGER)
    - PK: tm_id
- **Player**(tm_id: INTEGER, rank: CHAR(255), role: CHAR(255))
    - PK: tm_id

- **Weapon**(weapon name: CHAR(255), damage: INTEGER)
    - PK: weapon name
- **UsesWeapon**(tm_id: INTEGER, weapon name: CHAR(255) UNIQUE, average damage per round: REAL, headshot %: REAL)
    - PK: (tm_id, weapon_name)
    - FK: tm_id, weapon name
- **Event**(e_id: INTEGER, name: CHAR(255) NOT NULL, start date: DATE NOT NULL, end date: DATE NOT NULL, winning organization: CHAR(255), prize pool: REAL NOT NULL)
    - PK: e_id
- **StagedEvent**(e_id: INTEGER, # attendees: INTEGER, venue location: CHAR(255) NOT NULL)
    - PK: e_id
- **OnlineEvent**(e_id: INTEGER, # viewers: INTEGER, broadcast platform: CHAR(255) NOT NULL)
    - PK: e_id
- **SeriesInEvent**(s_id: INTEGER, date: DATE NOT NULL, winning organization: CHAR(255), e_id: INTEGER)
    - PK: s_id
    - FK: e_id
- **MatchInSeries**(m_id: INTEGER, # rounds: INTEGER, winning organization: INTEGER, scoreline: CHAR(255) NOT NULL, s_id: INTEGER)
    - PK: m_id
    - FK: s_id
- **Map**(map_name: CHAR(255))
    - PK: map_name
- **MapPicks**(map name: CHAR(255), o_id: INTEGER, # times played: INTEGER)
    - PK: (map name, o_id)
    - FK: map name, o_id
- **MapPlayed**(m_id: INTEGER, map_name: CHAR(255) NOT NULL, starting side: CHAR(255) NOT NULL)
    - PK: (m_id, map_name)
    - FK: m_id, map_name
- **Matchup**(s_id: INTEGER, o_id: INTEGER)
    - PK: (s_id, o_id)
    - FK: s_id, o_id
- **Agent**(agent number: INTEGER, name: CHAR(255) UNIQUE NOT NULL, pick rate: REAL NOT NULL)
    - PK: agent number
- **AgentPlayed**(tm_id: INTEGER, m_id: INTEGER, agent_number: INTEGER)
    - PK: tm_id, m_id, agent_number
- **AvgCombatScore**(kills: INTEGER, deaths: INTEGER, assists: INTEGER, # plants: INTEGER, # defuses: INTEGER, # rounds: INTEGER, average combat score: INTEGER)
    - PK: kills, deaths, assists, # plant, # defuses, # rounds

7. SQL DDL Statements

```
CREATE TABLE OrganizationID(
        o_id: INTEGER,
        name: CHAR(255) UNIQUE NOT NULL,
        PRIMARY KEY (o_id)
);

CREATE TABLE Organization(
        name: CHAR(255),
        ranking: INTEGER UNIQUE,
        region: CHAR(255) NOT NULL,
        win_rate: REAL,
        PRIMARY KEY (name)
);

CREATE TABLE HistoricalMatchup(
        o_id1: INTEGER,
        o_id2: INTEGER,
        win_loss_ratio: CHAR(255),
        PRIMARY KEY (o_id1, o_id2)
);

CREATE TABLE ParticipatingIn(
        o_id: INTEGER,
        final_placement: INTEGER UNIQUE,
        e_id: INTEGER,
        PRIMARY KEY (o_id, e_id),
        FOREIGN KEY (o_id) REFERENCES Organization
                ON DELETE CASCADE
                ON UPDATE CASCADE,
        FOREIGN KEY (e_id) REFERENCES Event
                ON DELETE SET NULL
                ON UPDATE CASCADE
);
```

```
CREATE TABLE TeamMemberContract(
        tm_id: INTEGER,
        in_game_name: CHAR(255) UNIQUE NOT NULL,
        real_name: CHAR(255) UNIQUE,
        start_date: DATE,
        end_date: DATE,
        salary: INTEGER,
        o_id: INTEGER,
        PRIMARY KEY (tm_id),
        FOREIGN (o_id) REFERENCES OrganizationID
                ON DELETE SET NULL
                ON UPDATE CASCADE
);

CREATE TABLE Contract(
        start_date: DATE,
        end_date: DATE,
        currently_active: BOOL,
        PRIMARY KEY (start_date, end_date)
);

CREATE TABLE Coach(
        tm_id: INTEGER,
        PRIMARY KEY (tm_id)
);

CREATE TABLE Player(
        tm_id: INTEGER,
        rank: CHAR(255),
        role: CHAR(255),
        PRIMARY KEY (tm_id)
);

CREATE TABLE Weapon(
        weapon_name: CHAR(255),
        damage: INTEGER,
        PRIMARY KEY (weapon_name)
);
```

```
CREATE TABLE UsesWeapon(
        tm_id: INTEGER,
        weapon_name: CHAR(255) UNIQUE,
        average_damage_per_round: REAL,
        headshot_percentage: REAL,
        PRIMARY KEY (tm_id, weapon_name),
        FOREIGN KEY (tm_id) REFERENCES TeamMember
                DELETE ON CASCADE
                ON UPDATE NO ACTION,
        FOREIGN KEY (weapon_name) REFERENCES Weapon
                DELETE SET NULL
                ON UPDATE SET NULL
);

CREATE TABLE Event(
        e_id: INTEGER,
        name: CHAR(255) NOT NULL,
        start_date: DATE NOT NULL,
        end_date: DATE NOT NULL,
        winning_organization: INTEGER,
        prize_pool: REAL NOT NULL,
        PRIMARY KEY (e_id)
        FOREIGN KEY (winning_organization) REFERENCES OrganizationID(o_id)
);

CREATE TABLE StagedEvent(
        e_id: INTEGER,
        num_attendees: INTEGER,
        venue_location: CHAR(255) NOT NULL,
        PRIMARY KEY (e_id)
);

CREATE TABLE OnlineEvent(
        e_id: INTEGER,
        num_viewers: INTEGER,
        broadcast_platform: CHAR(255) NOT NULL,
        PRIMARY KEY (e_id)
);
```

```
CREATE TABLE SeriesInEvent(
        s_id: INTEGER,
        date: DATE NOT NULL,
        winning_organization: INTEGER,
        e_id: INTEGER,
        PRIMARY KEY (s_id),
        FOREIGN KEY (e_id) REFERENCES Event
                DELETE SET NULL
                ON UPDATE SET NULL
        FOREIGN KEY (winning_organization) REFERENCES OrganizationID(o_id)
);

CREATE TABLE MatchInSeries(
        m_id: INTEGER,
        num_rounds: INTEGER,
        winning_organization: INTEGER,
        scoreline: CHAR(255),
        s_id: INTEGER,
        PRIMARY KEY (m_id),
        FOREIGN KEY (s_id) REFERENCES SeriesInEvent
                ON DELETE SET NULL
                ON UPDATE CASCADE,
        FOREIGN KEY (winning_organization) REFERENCES OrganizationID(o_id)
);

CREATE TABLE Map(
        map_name: CHAR(255),
        PRIMARY KEY (map_name)
);

CREATE TABLE MapPicks(
        map_name: CHAR(255),
        o_id: INTEGER,
        num_times_played: INTEGER,
        PRIMARY KEY (map_name, o_id),
        FOREIGN KEY (map_name) REFERENCES Map
                ON DELETE SET NULL
                ON UPDATE CASCADE,
        FOREIGN KEY (o_id) REFERENCES OrganizationID
                ON DELETE CASCADE
                ON UPDATE CASCADE
);
```

```
CREATE TABLE MapPlayed(
        m_id: INTEGER,
        map_name: CHAR(255) NOT NULL,
        starting_side: CHAR(255) NOT NULL,
        PRIMARY KEY (m_id, map_name),
        FOREIGN KEY (m_id) REFERENCES MatchInSeries
                ON DELETE CASCADE
                ON UPDATE CASCADE,
        FOREIGN KEY (map_name) REFERENCES Map
                ON DELETE SET NULL
                ON UPDATE CASCADE
);

CREATE TABLE Matchup(
        s_id: INTEGER,
        o_id: INTEGER,
        PRIMARY KEY (s_id, o_id),
        FOREIGN KEY (s_id) REFERENCES SeriesInEvent
                ON DELETE CASCADE
                ON UPDATE CASCADE,
        FOREIGN KEY (o_id) REFERENCES OrganizationID
                ON DELETE CASCADE
                ON UPDATE CASCADE
);

CREATE TABLE Agent(
        agent_number: INTEGER,
        name: CHAR(255) UNIQUE NOT NULL,
        pick_rate: REAL NOT NULL,
        PRIMARY KEY (agent_number)
);

CREATE TABLE AgentPlayed(
        tm_id: INTEGER,
        m_id: INTEGER,
        agent_number: INTEGER,
        PRIMARY KEY (tm_id, m_id, agent_number)
);
```

```
CREATE TABLE AvgCombatScore(
        kills: INTEGER,
        deaths: INTEGER,
        assists: INTEGER,
        num_plants: INTEGER,
        num_defuses: INTEGER,
        num_rounds: INTEGER,
        average_combat_score: INTEGER,
        PRIMARY KEY (kills, deaths, assists, num_plants, num_defuses, num_rounds)
);
```

8. Table Population

```
INSERT INTO OrganizationID VALUES(1, 'Sentinels');
INSERT INTO OrganizationID VALUES(2, 'LOUD');
INSERT INTO OrganizationID VALUES(3, 'Fnatic');
INSERT INTO OrganizationID VALUES(4, 'Paper Rex');
INSERT INTO OrganizationID VALUES(5, 'NRG');

INSERT INTO Organization VALUES('Sentinels', 37, 'Americas', 0.48)
INSERT INTO Organization VALUES('LOUD', 2, 'Americas', 0.87);
INSERT INTO Organization VALUES('Fnatic', 6, 'EMEA', 0.74);
INSERT INTO Organization VALUES('Paper Rex', 4, 'Pacific', 0.78);
INSERT INTO Organization VALUES('NRG', 31, 'Americas', 0.56);

INSERT INTO HistoricalMatchup VALUES(5, 2, '0:1');
INSERT INTO HistoricalMatchup VALUES(1, 5, '2:1');
INSERT INTO HistoricalMatchup VALUES(3, 4, '0:1');
INSERT INTO HistoricalMatchup VALUES(3, 1, '1:2');
INSERT INTO HistoricalMatchup VALUES(4, 5, '0:0');

INSERT INTO ParticipatingIn VALUES(1, 31, 1);
INSERT INTO ParticipatingIn VALUES(1, 1, 2);
INSERT INTO ParticipatingIn VALUES(2, NULL, 1);
INSERT INTO ParticipatingIn VALUES(3, NULL, 1);
INSERT INTO ParticipatingIn VALUES(4, 23, 1);

INSERT INTO TeamMemberContract VALUES(1, 'TenZ', 'Tyson Ngo', 2020-06-01, NULL,
NULL, 1);
INSERT INTO TeamMemberContract VALUES(2, 'aspas', 'Erick Santos', 2022-01-01, NULL,
NULL, 2);
INSERT INTO TeamMemberContract VALUES(3, 'Enzo', 'Enzo Mestari', 2022-05-09,
2022-11-30, NULL, 3);
INSERT INTO TeamMemberContract VALUES(4, 'SyykoNT', 'Don Muir', 2022-10-03, NULL,
NULL, 1');
```

INSERT INTO TeamMemberContract VALUES(5, 's0m', 'Sam Oh', 2020-10-07, NULL, NULL, 5);
INSERT INTO TeamMemberContract VALUES(6, 'f0rsakeN', 'Jason Susanto', 2021-02-08, NULL, NULL, 4);

INSERT INTO Contract VALUES(2020-06-01, NULL, TRUE);
INSERT INTO Contract VALUES(2022-02-03, NULL, TRUE);
INSERT INTO Contract VALUES(2022-05-09, 2022-11-30, FALSE);
INSERT INTO Contract VALUES(2022-10-03, NULL, TRUE);
INSERT INTO Contract VALUES(2020-10-07, NULL, TRUE);

INSERT INTO Coach VALUES(4);
INSERT INTO Coach VALUES(7);
INSERT INTO Coach VALUES(8);
INSERT INTO Coach VALUES(9);
INSERT INTO Coach VALUES(10);

INSERT INTO Player VALUES(1, 'Radiant #1', 'Duelist');
INSERT INTO Player VALUES(2, 'Radiant #1', 'Duelist');
INSERT INTO Player VALUES(3, 'Radiant #220', 'Initiator');
INSERT INTO Player VALUES(5, 'Radiant #24', 'Controller');
INSERT INTO Player VALUES(6, 'Radiant #1', 'Duelist');

INSERT INTO Weapon VALUES('Sheriff', 159)
INSERT INTO Weapon VALUES('Marshal', 202)
INSERT INTO Weapon VALUES('Vandal', 160)
INSERT INTO Weapon VALUES('Classic', 78)
INSERT INTO Weapon VALUES('Guardian', 195)

INSERT INTO UsesWeapon VALUES(1, 'Vandal', 177.1, 0.361);
INSERT INTO UsesWeapon VALUES(2, 'Marshal', 120.9, 0.247);
INSERT INTO UsesWeapon VALUES(3, 'Classic', 28.3, 0.338);
INSERT INTO UsesWeapon VALUES(5, 'Sheriff', 88.4, 0.561);
INSERT INTO UsesWeapon VALUES(6, 'Vandal', 175.9, 0.458);

INSERT INTO Event VALUES(1, 'VCT 2023: LOCK//IN São Paulo', 2023-02-13, 2023-03-04, NULL, 500000);
INSERT INTO Event VALUES(2, 'VCT 2021: Stage 2 Masters - Reykjavík', 2021-05-24, 2021-05-30, 1, 600000);
INSERT INTO Event VALUES(3, '2022: Stage 2 Masters - Copenhagen', 2022-07-10, 2022-07-24, 77, 650000);
INSERT INTO Event VALUES(4, 'VCT 2021: Brazil Stage 1 Masters', 2021-03-13, 2021-03-21, 86, 45538);
INSERT INTO Event VALUES(5, 'VCT 2022: Game Changers Korea', 2022-09-22, 2022-09-23, 46, 7038);

```
INSERT INTO StagedEvent VALUES(1, 10332, 'Ginásio do Ibirapuera');
INSERT INTO StagedEvent VALUES(2, 4215, 'Laugardalshöll');
INSERT INTO StagedEvent VALUES(3, 6922, 'Forum Copenhagen');
INSERT INTO StagedEvent VALUES(6, 2352, 'Marlene-Dietrich-Halle');
INSERT INTO StagedEvent VALUES(8, 1702, 'Volkswagen Arena');

INSERT INTO OnlineEvent VALUES(1, 372184, 'Twitch');
INSERT INTO OnlineEvent VALUES(2, 488364, 'Twitch');
INSERT INTO OnlineEvent VALUES(3, 317604, 'Twitch');
INSERT INTO OnlineEvent VALUES(4, 372184, 'Twitch');
INSERT INTO OnlineEvent VALUES(5, 372184, 'Twitch');

INSERT INTO SeriesInEvent VALUES(1, 2023-02-19, 2, 1);
INSERT INTO SeriesInEvent VALUES(2, 2023-02-24, 3, 1);
INSERT INTO SeriesInEvent VALUES(3, 2021-05-30, 1, 2);
INSERT INTO SeriesInEvent VALUES(4, 2022-07-14, 8, 3);
INSERT INTO SeriesInEvent VALUES(5, 2022-07-17, 4, 3);

INSERT INTO MatchInSeries(1, 19, 3, '13:6', 2);
INSERT INTO MatchInSeries(2, 20, 3, '13:7', 2);
INSERT INTO MatchInSeries(3, 16, 2, '13:3', 1);
INSERT INTO MatchInSeries(4, 28, 5, '15:13', 1);
INSERT INTO MatchInSeries(5, 34, 2, '18:16', 1);

INSERT INTO Map VALUES('Ascent');
INSERT INTO Map VALUES('Fracture');
INSERT INTO Map VALUES('Haven');
INSERT INTO Map VALUES('Lotus');
INSERT INTO Map VALUES('Pearl');

INSERT INTO MapPicks VALUES("Ascent", 36, 25);
INSERT INTO MapPicks VALUES("Haven", 36, 11);
INSERT INTO MapPicks VALUES("Ascent", 13, 18);
INSERT INTO MapPicks VALUES("Lotus", 81, 2);
INSERT INTO MapPicks VALUES("Breeze", 48, 0);

INSERT INTO MapPlayed VALUES(1, 'Haven', 'Defend');
INSERT INTO MapPlayed VALUES(2, 'Split', 'Defend');
INSERT INTO MapPlayed VALUES(3, 'Split', 'Attack');
INSERT INTO MapPlayed VALUES(4, 'Pearl', 'Defend');
INSERT INTO MapPlayed VALUES(5, 'Fracture', 'Attack');

INSERT INTO Matchup VALUES(1, 2);
INSERT INTO Matchup VALUES(1, 1);
INSERT INTO Matchup VALUES(2, 3);
INSERT INTO Matchup VALUES(2, 4);
```

INSERT INTO Matchup VALUES(2, 2);

INSERT INTO Agent VALUES(4, 'Killjoy', 0.66);
INSERT INTO Agent VALUES(10, 'Jett', 0.55);
INSERT INTO Agent VALUES(6, 'Sova', 0.47);
INSERT INTO Agent VALUES(13, 'Breach', 0.41);
INSERT INTO Agent VALUES(3, 'Omen', 0.41);

INSERT INTO Agent VALUES(4, 'Killjoy', 0.66);
INSERT INTO Agent VALUES(10, 'Jett', 0.55);
INSERT INTO Agent VALUES(6, 'Sova', 0.47);
INSERT INTO Agent VALUES(13, 'Breach', 0.41);
INSERT INTO Agent VALUES(3, 'Omen', 0.41);

INSERT INTO AgentPlayed VALUES(4841, 8521, 10);
INSERT INTO AgentPlayed VALUES(574, 8522, 6);
INSERT INTO AgentPlayed VALUES(51, 7724, 1);
INSERT INTO AgentPlayed VALUES(89, 10553, 8);
INSERT INTO AgentPlayed VALUES(4841, 9921, 3);

INSERT INTO AvgCombatScore VALUES(20, 8, 8, 1, 5, 16, 346);
INSERT INTO AvgCombatScore VALUES(15, 11, 10, 2, 3, 19, 217);
INSERT INTO AvgCombatScore VALUES(32, 19, 6, 0, 2, 23, 395);
INSERT INTO AvgCombatScore VALUES(28, 14, 4, 0, 1, 21, 348);
INSERT INTO AvgCombatScore VALUES(25, 12, 7, 4, 1, 20, 359);