

League of Legends Champion Database

We will be making a database representing the champions in the game League of Legends. This game has many champions that have different combat styles, roles, item synergy, and their homeworlds which will provide enough complexity for a database. It is convenient to map out for each champion, a summary about how they are played in the game.

Entities in the databases are:

- Champions: Each champion is a character in the game League of Legends. Champions have a lane, 5-6 items, one homeworld, and 1-2 gameplay roles.
- Items: Items that are available in game. Each champion will have five to six items associated with them, this is their “recommended build” for many games.
- Lanes: The five lanes available to be taken up in dynamic queue.
- Gameplay: Each champion has one or two roles they fill in game, which determines how they play and what items they will buy.
- Homeworlds: Where each champion is born or resides in.

Relationships between my entities are:

- Champions synergize with what item - many-to-many relationships, as champions can use many items, and an item can belong to many champions.
- Champions do better in specific lanes - many-to-many relationship as champions can belong to multiple lanes, and a lane can be taken up by any number of champions.
- Champions and their type of gameplay/role - many-to-many relationship as champions can belong to a combination of roles and a role can be filled by many champions.