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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 has different combat styles, roles, item synergy, and matchups between other champions which will provide lots of complexity for a database.

Entities in the databases are:

● Champions: They will have names, origin, damage-types,

● Items: The purchase-able items available ingame

● Lanes: The five Lane available to be taken up in dynamic queue.

● Gameplay: The type of roles that are available

Relationships between my entities are:

● Champions synergize with what item - many-to-many relationships, as champions can use many items.

● Champions do better in specific lanes - many-to-many relationship as champions can belong to multiple lanes

● Champions and their type of gameplay/role - many-to-many relationship as champions can belong to a combination of roles.

● Champions and their matchups with other champions - many-to many relationship, as each champion wins a matchup against multiple other champions.