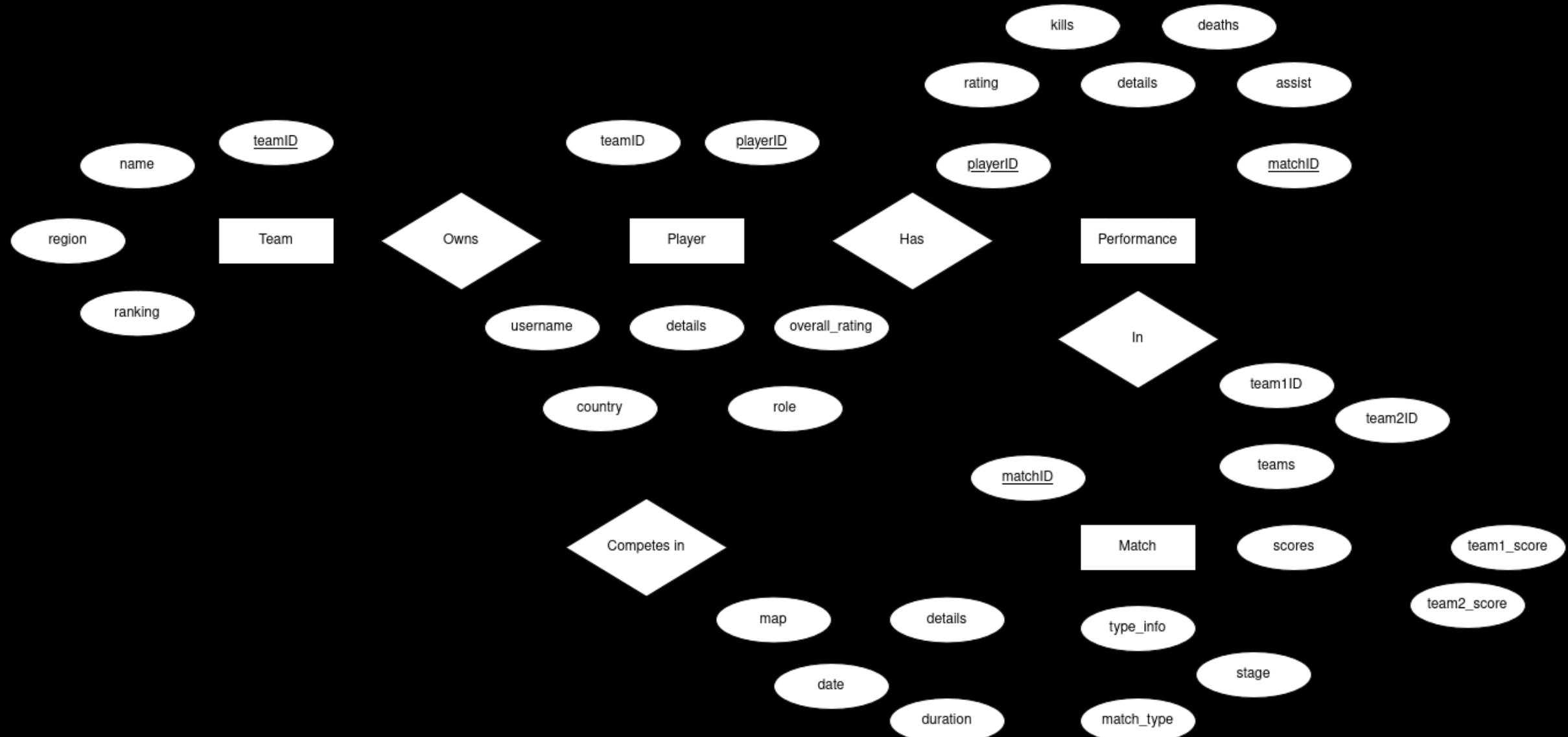


# **HL2V: A Counter strike tournament tracking database**

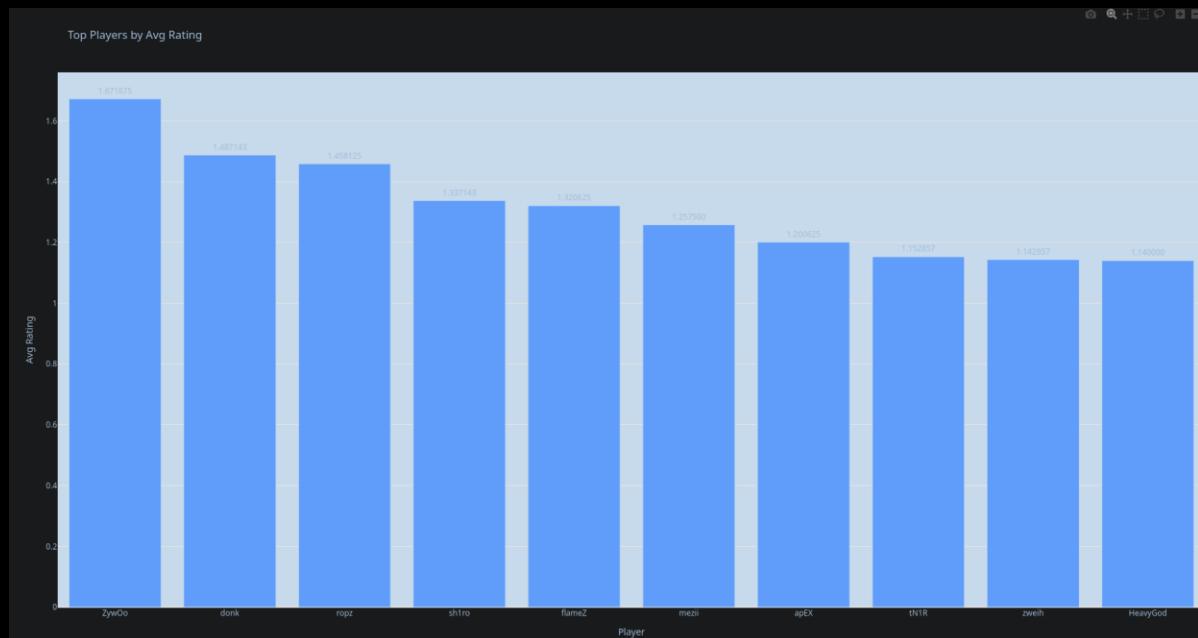
# Business rule

- This database is designed to manage and analyse data from professional Counter-Strike tournaments. Each team is uniquely identified and owns multiple players, while each player belongs to exactly one team. Teams compete in multiple matches, with each match involving exactly two teams, forming a many-to-many relationship between teams and matches. Individual player performance for each match is recorded using the associative entity Performance, which stores kills, deaths, assists and rating values. The database supports statistical analysis of player performance, team win rates and match outcomes and ratings across different maps.



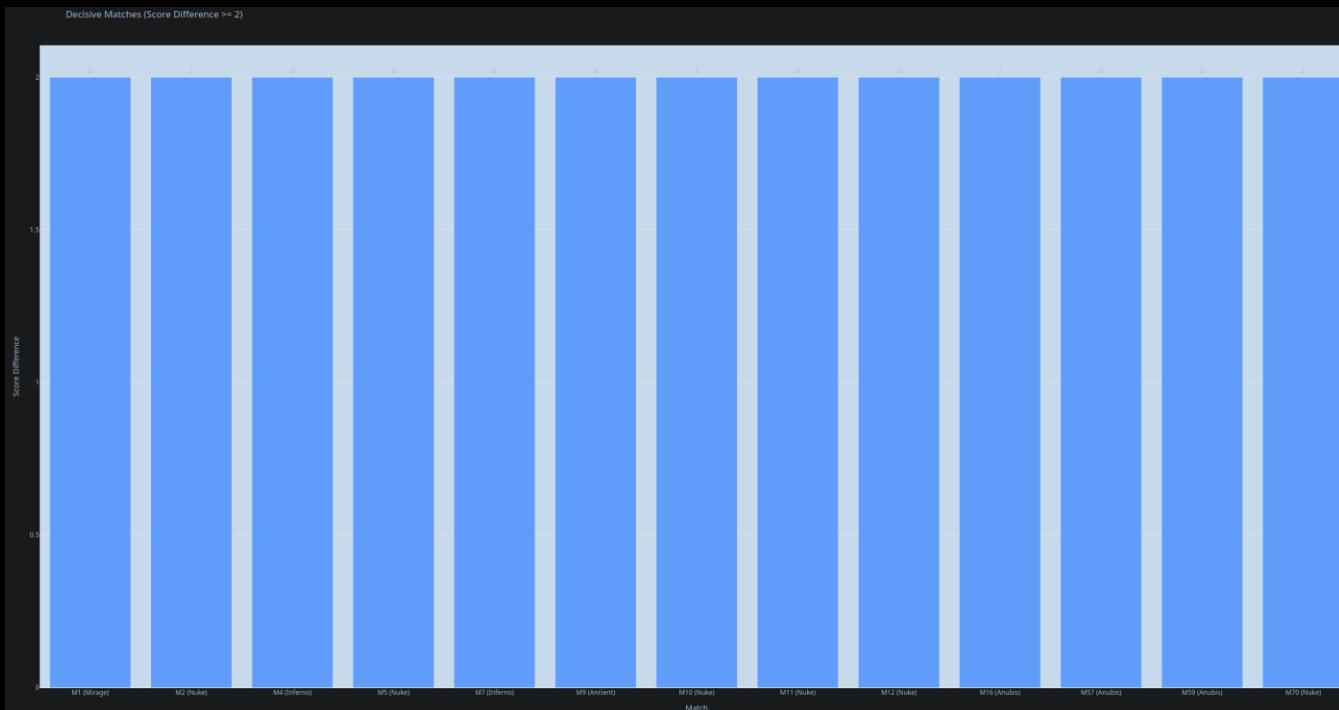
# Query 1 – Top players by average rating

- This query retrieves the usernames of players and their average rating across all matches they have played. The results are grouped by player and ordered by average rating in descending order to identify the top performing players.



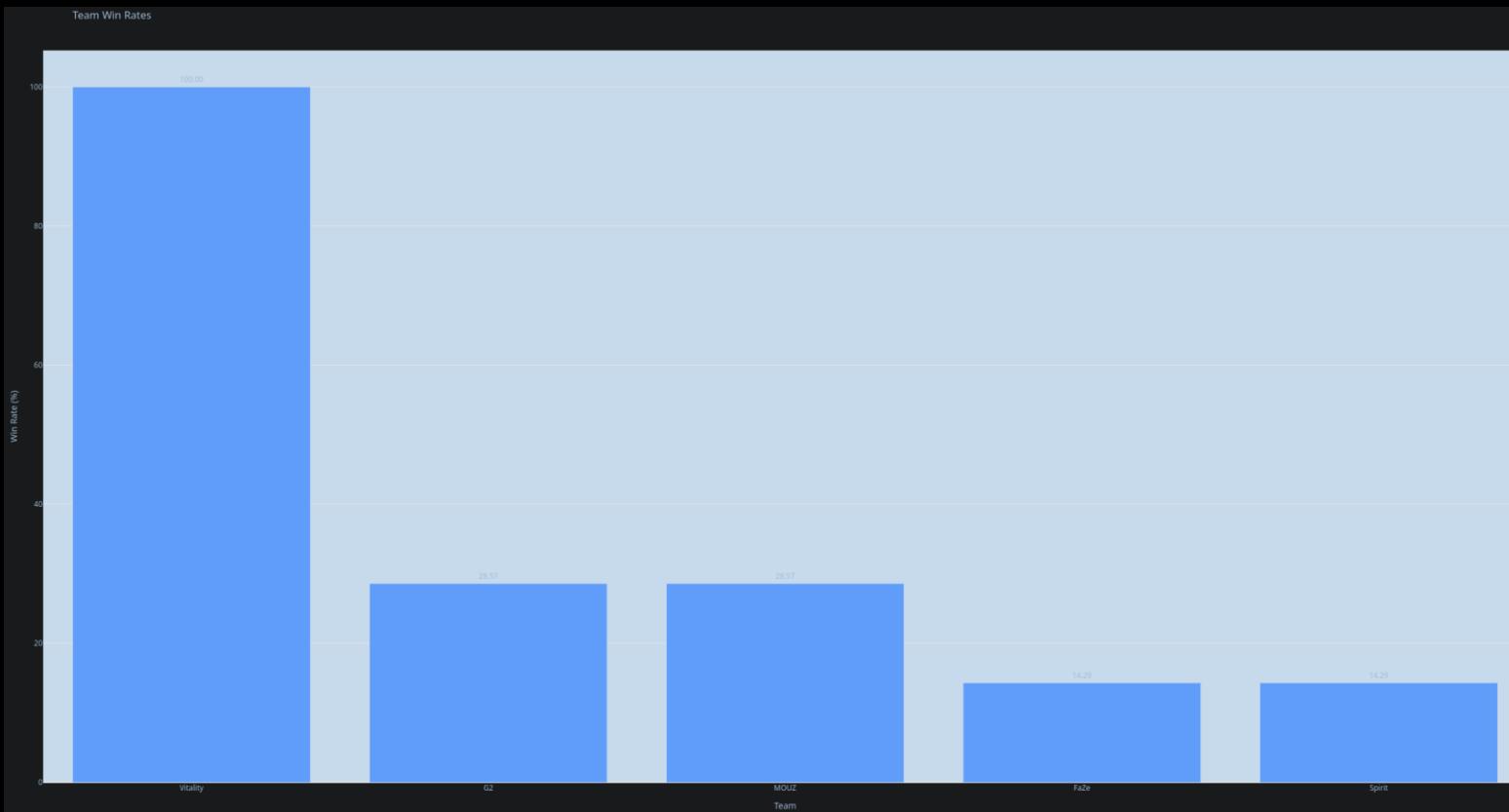
# Query 2 – Decisive matches

- This query retrieves matches where the difference between the two team scores is atleast 2 rounds , highlighting matches with more decisive outcomes.



# Query 3 – Team win rates

- This query calculates each teams win rate and expresses the result as a percentage.



# Query 4 – Player count per country

- This query counts the number of players from each country, allowing comparison of player representation from different countries.

