Some random buildpaths logic (DATABASE)

-After retrieving a “current game” info from searching a summoner, store in CurrentGames table until x-minutes(some logic for flushing that table).

-After retrieving a “current game” info from searching a summoner, store all summoners in that “current game” in the Summoners table, attaching them to the CurrentGames table via key.

-All champion info should be stored in a Champion table, attached with id as a key in the Summoner table.