

Diagram illustrating the database schema for League of Legends match data, showing relationships between various tables.

**Tables and their attributes:**

- summoners**
  - PK **accountId**
  - summonerId
  - puuid
  - name
  - summonerLevel
  - profileIconId
  - revisionDate
  - timestamp
- summoner\_matches**
  - PK,FK1 **accountId**
  - PK,FK2 **gameId**
- matches**
  - PK **gameId**
  - platformId
  - gameCreation
  - gameDuration
  - queueId
  - mapId
  - seasonId
  - gameVersion
  - gameMode
  - gameType
- teams**
  - PK,FK **teamId**
  - PK,FK **gameId**
  - win
  - firstBlood
  - firstTower
  - firstInhibitor
  - firstBaron
  - firstDragon
  - firstRiftHerald
  - towerKills
  - inhibitorKills
  - baronKills
  - dragonKills
  - riftHeraldKills
  - bans
- timelines**
  - PK **timelineId**
  - gameId
  - accountId
  - championId
  - statId
  - teamId
  - spell1Id
  - spell2Id
  - role
  - lane
  - creepsPerMinDeltas
  - xpPerMinDeltas
  - goldPerMinDeltas
  - csDiffPerMinDeltas
  - xpDiffPerMinDeltas
  - damageTakenPerMinDeltas
  - damageTakenDiffPerMinDeltas
- champions**
  - PK **championId**
  - name
  - classes
- stats**
  - PK **statId**
  - gameId
  - accountId
  - championId
  - teamId
  - win
  - items
  - kills
  - deaths
  - assists
  - largestKillingSpree
  - largestMultiKill
  - killingSprees
  - longestTimeSpentLiving
  - doubleKills
  - tripleKills
  - quadraKills
  - pentaKills
  - totalDamageDealt
  - magicDamageDealt
  - physicalDamageDealt
  - trueDamageDealt
  - largestCriticalStrike
  - totalDamageDealtToChampions
  - magicDamageDealtToChampions
  - physicalDamageDealtToChampions
  - trueDamageDealtToChampions
  - totalHeal
  - totalUnitsHealed
  - damageSelfMitigated
  - damageDealtToObjectives
  - damageDealtToTurrets
  - visionScore
  - timeCCingOthers
  - totalDamageTaken
  - magicDamageTaken
  - physicalDamageTaken
  - trueDamageTaken
  - goldEarned
  - goldSpent
  - turretKills
  - inhibitorKills
  - totalMinionsKilled
  - neutralMinionsKilledTeamJungle
  - neutralMinionsKilledEnemyJungle
  - totalTimeCrowdControlDealt
  - champLevel
  - visionWardsBoughtInGame
  - sightWardsBoughtInGame
  - wardsPlaced
  - wardsKilled
  - firstBloodKill
  - firstBloodAssist
  - firstTowerKill
  - firstTowerAssist
  - firstInhibitorKill
  - firstInhibitorAssist
  - combatPlayerScore
  - objectivePlayerScore
  - totalPlayerScore
  - totalScoreRank
  - perk0
  - perk0Var1
  - perk0Var2
  - perk0Var3
  - perk1
  - perk1Var1
  - perk1Var2
  - perk1Var3
  - perk2
  - perk2Var1
  - perk2Var2
  - perk2Var3
  - perk3
  - perk3Var1
  - perk3Var2
  - perk3Var3
  - perk4
  - perk4Var1
  - perk4Var2
  - perk4Var3
  - perk5
  - perk5Var1
  - perk5Var2
  - perk5Var3
  - perkPrimaryStyle
  - perkSubStyle
  - statPerk0
  - statPerk1
  - statPerk2
- participants**
  - PK **participantId**
  - gameId
  - accountId
  - championId
  - timelineId
  - statId
  - teamId
  - spell1Id
  - spell2Id
  - role
  - lane
- participant\_frames**
  - PK,FK **participantId**
  - PK **timestamp**
  - minionsKilled
  - teamScore
  - totalGold
  - level
  - xp
  - currentGold
  - position
  - jungleMinionsKilled
- events**
  - PK,FK **participantId**
  - PK **timestamp**
  - laneType
  - skillSlot
  - ascendedType
  - creatorId
  - afterId
  - eventType
  - type
  - levelUpType
  - wardType
  - towerType
  - itemId
  - beforeId
  - monsterType
  - monsterSubType
  - position
  - killerId
  - assistingParticipants
  - buildingType
  - victimId

**Relationships:**

- summoners** (1) to **summoner\_matches** (1)
- summoner\_matches** (1) to **matches** (1)
- matches** (1) to **teams** (1)
- matches** (1) to **timelines** (1)
- matches** (1) to **participants** (1)
- participants** (1) to **participant\_frames** (1)
- participants** (1) to **events** (1)
- summoners** (1) to **champions** (1)
- summoners** (1) to **stats** (1)
- summoner\_matches** (1) to **stats** (1)
- matches** (1) to **stats** (1)
- participants** (1) to **stats** (1)
- participants** (1) to **events** (1)
- stats** (1) to **events** (1)

