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	teamid
PK,FK	gameId
	win
	firstBlood
	firstTower
	firstInhibitor
	firstBaron
	firstDragon
	firstRiftHerald
	towerKills
	inhibitorKills
	baronKills
	dragonKills
	riftHeraldKills
	bans

timelines

PK	timelineId
	creepsPerMinDeltas
	xpPerMinDeltas
	goldPerMinDeltas
	csDiffPerMinDeltas
	xpDiffPerMinDeltas
	damageTakenPerMinDeltas
	damageTakenDiffPerMinDeltas

participants

PK	participantId
FK	gameId
FK	accountId
FK	championId
FK	timelineId
FK	statId
	spell1Id
	spell2Id
	role
	lane

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

champions

PK	championId
	name
	classes

participant_frames

PK,FK	participantId
PK	timestamp
	minionsKilled
	teamScore
	totalGold
	level
	xp
	currentGold
	position
	jungleMinionsKilled

stats

PK	statid
	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