**Group Members:**

Christopher Ku, Benson Lu, Russell Sean Eng, Ryan Le

**Industry type:**

* Gaming Industry:

The gaming industry has grown a lot in recent years, and I think that building a database for all professional players on the gaming scene could be a good start for our project.

* Professional Esports players from different esports organizations

We could make a note on the different games each player specializes in, their different stats, their live streams, performance in different matches etc.

**Typical users:**

* People that watch any type of esports

For people who are interested in esports or who just entered this field, it’ll be a decent starting point for them to learn basic knowledge of each team and each player. Users may also fetch player’s streaming channels (YouTube, Twitch) to evaluate their play style.

**Decisions your users will make based on the data in the database:**

* Fantasy esports team: Finding players that to put on their team for a specific game
  + Having a match history for the specific game and organization/record. Maybe earnings too?
* Twitch or social media platforms
  + After checking the stats of certain professional players, people might want to watch content from their favorite player or the best player in order to learn from them, or just to see them in a non-competitive environment.
* Show live matches that are happening for each player or live matches for the esports organization.
  + Be able to follow along with current events in the community and professional players of interest
* Team try-outs applications for normal users