

# VALORANT

Arnold Khampaseut and Sreedha Vemuri

GITHUB LINK

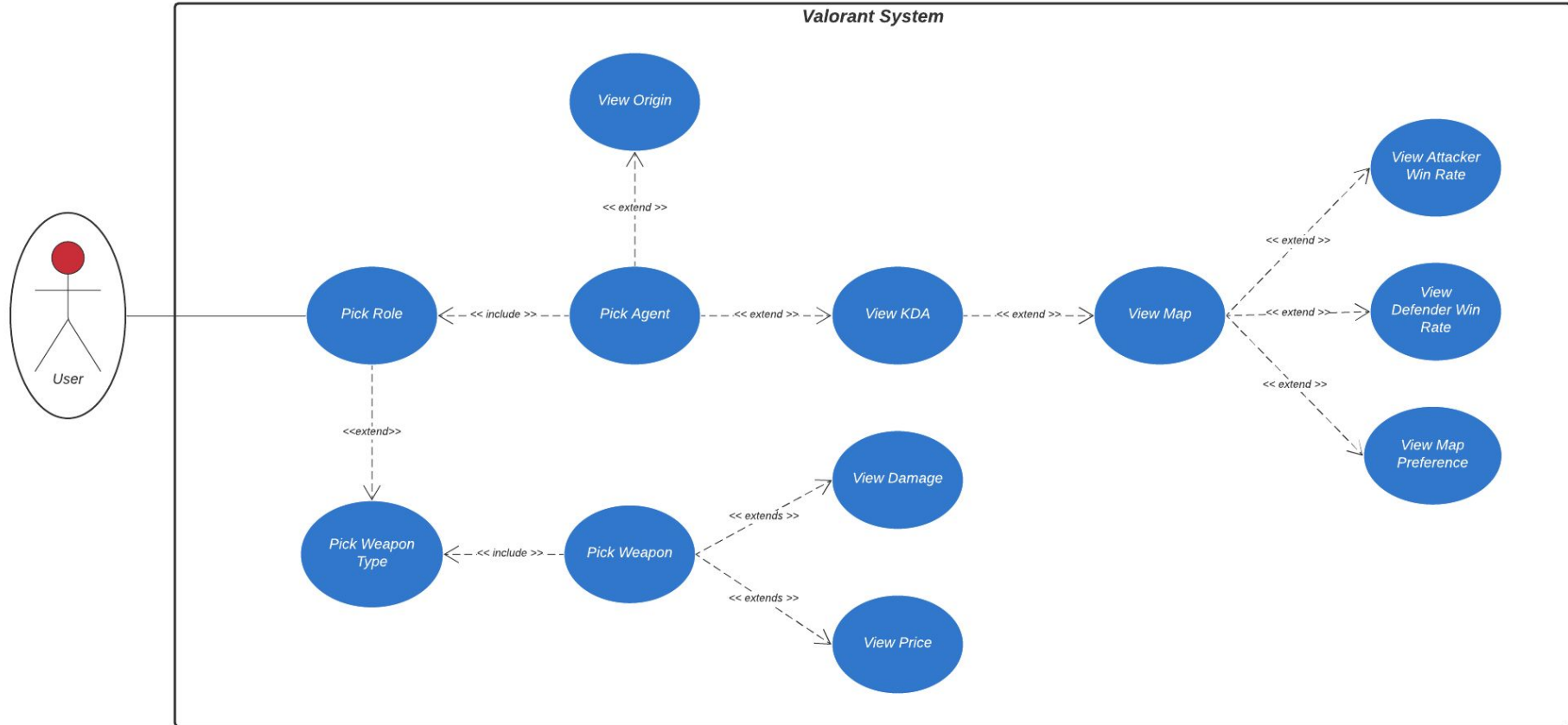


# System Description

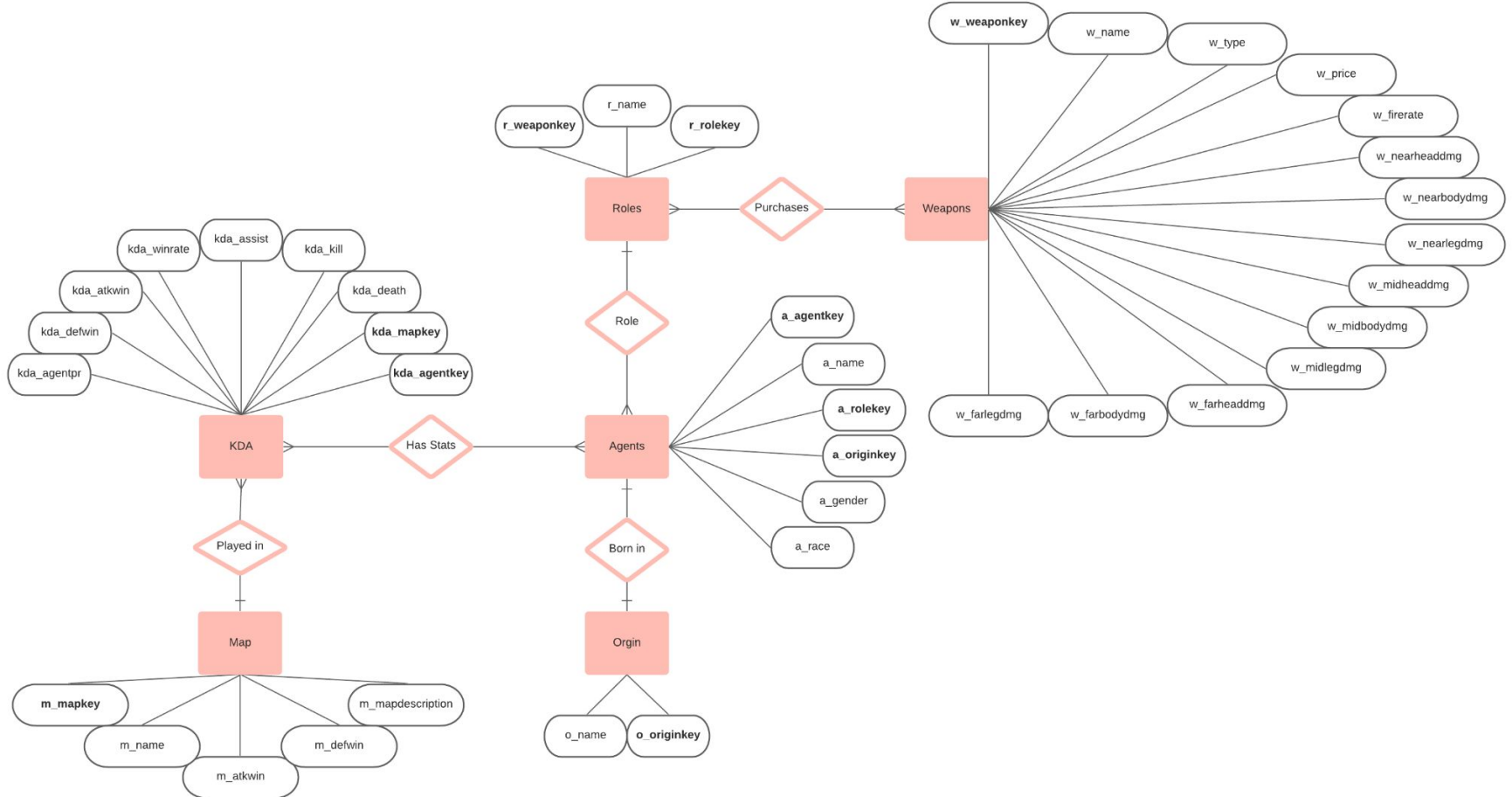
## Interactive Infographic

- User starts by selecting role, which will correspond to certain agents
  - Each agent's information and gaming details will be displayed
  - User can observe each agent's statistics based on map preference & win rates
- User can look at weapon statistics
  - Weapon statistics will be displayed
  - Attributes can be defined to look for certain weapon choices
- I/U/D Operation hyperlink to adjust the tuples
  - Scenario: if the datasets are outdated (new agents, change in KDA overtime)

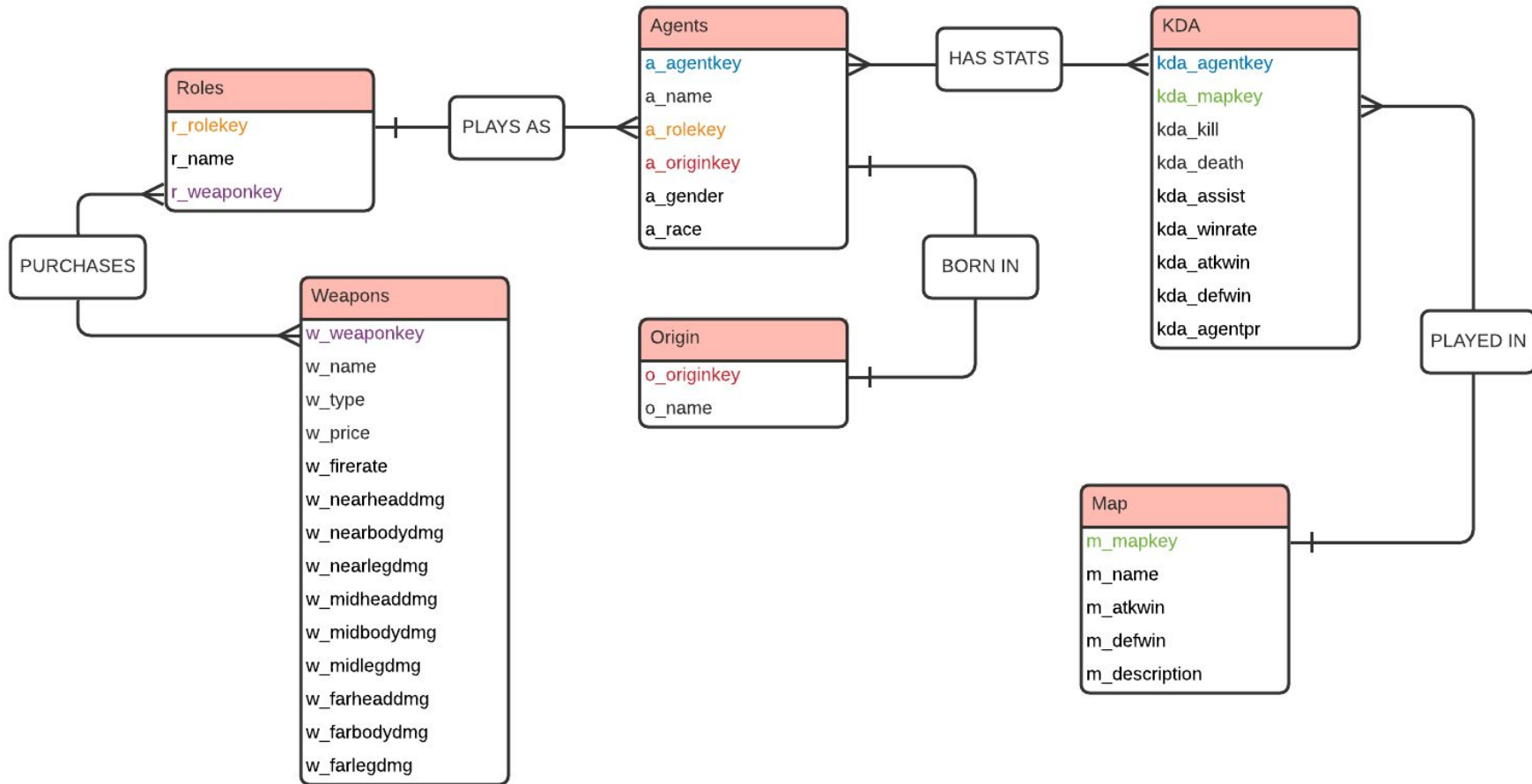
# Use-Case Diagram



# E/R Diagram



# Relational Schema



# Implementation Details

**Integrated Development Environment (IDE) :** VScode

**Database:** SQLite3

**Frontend:** HTML, CSS, Bootstrap

**Backend:** Python Programming Language, Flask Framework



# Demo



**Thank you!**  
**Any Questions?**

