Hero

heroID (PK)
hero_name
trait
strength
strength_growth
agility
agility_growth
intelligence
intelligence_growth
speed
armour
min_damage
max_damage
range
win_rate
link_name
image_name
allegiance

Has

1   M

Items

itemID (PK)
item_name
type
damage
item_price
win_rate
usage
description

Queries that could be used in my database:

- A query that displays all heroes and information linked with those heroes on one page, plus an extra column showing recommended items for that hero gained from a foreign key from the Items table. This shows the use of the **ORDER_BY** function.
- A query that displays all items and information linked with those items on one page. This also shows the use of the **ORDER_BY** function, also using **DESC** to display the data from highest to lowest.
- A query that takes an entry from the user and searches the database for a matching result. For example the user would enter a letter and the query would return all heroes whose name began with that letter. This shows the use of the **WHERE** and **LIKE** functions.
- A query that returns only 10 heroes, displaying the **LIMIT** function.
- A query to insert the data, showing the **INSERT INTO** function.

Data Dictionary Description

The data I will need to collect will be taken from the Dota 2 video game. For my database I will need to extract information about the heroes (characters from the game) and the items that they use.

- → Heroes
    - ◆ The hero name.
    - ◆ Their primary trait (Strength, Agility or Intelligence)
    - ◆ Their strength, agility and intelligence growth rate.
    - ◆ Their movement speed.
    - ◆ Their starting armour.
    - ◆ Their minimum and maximum damage.
    - ◆ Their attack range.
    - ◆ Their global win rate.
    - ◆ Recommended items for that hero (foreign key from Items table).
    - ◆ The hero allegiance (to the Dire or the Radiant).
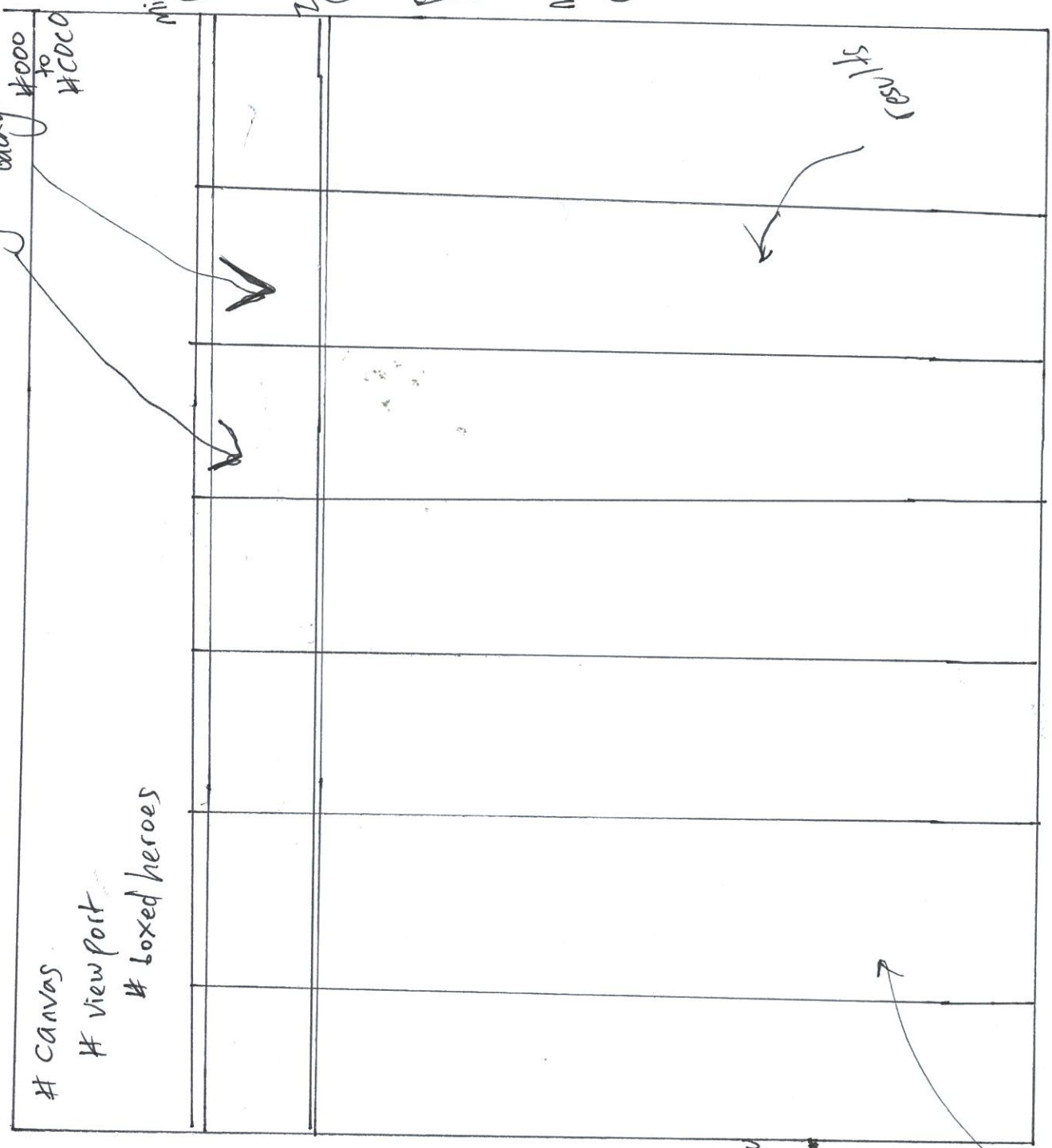- → Items
    - ◆ The item name.
    - ◆ The item type (Weapon, Object, Courier, Boots or Armour)
    - ◆ The item cost.
    - ◆ The amount of damage the item deals (if applicable).
    - ◆ The item's global win rate.
    - ◆ The item's global usage.
    - ◆ A description of the item.

	Element Name	Data Type	Size/Format	Default	Description	Constraints	HERO TABLE
1	Element Name	Data Type	Size/Format	Default	Description	Constraints	HERO TABLE
2	heroID	INT	1		Hero Primary Key	Required	
3	hero_name	TEXT	Drow Ranger		Hero's Name	Required	
4	trait	TEXT	Agility		Their Primary Trait	Required	
5	strength	INT	17		Amount of Strength	Required	
6	strength_growth	INT	1.8		Strength Growth		
7	agility	INT	26		Amount of Agility	Required	
8	agility_growth	INT	2.3		Agility Growth		
9	intelligence	INT	15		Amount of Intelligence	Required	
10	intelligence_growth	INT	1.8		Intelligence Growth		
11	speed	INT	300		How fast the Hero is	Required	
12	armour	INT	0.64		Hero's Starting Armour	Required	
13	min_damage	INT	18		Damage at start level	Required	
14	max_damage	INT	29		Damage at max level	Required	
15	range	INT	625		Attack range	Required	
16	win_rate	INT	53.68		Global Win Rate	Required	
17	link_name	TEXT	drow		Name to link model animation	Required	
18	image_name	TEXT	drow		Name needed to link images	Required	
19	allegiance	TEXT	Radiant		Allegiance to Dire or Radiant	Required	
20							
21	Element Name	Data Type	Size/Format	Default	Description	Constraints	ITEMS TABLE
22	itemID	INT		1		Required	
23	item_name	TEXT		Tango		Required	
24	type	TEXT		Object		Required	
25	damage	INT		-		Required	
26	item_price	INT		125		Required	
27	win_rate	INT		25.22		Required	
28	usage	INT		10.3		Required	
29	description	TEXT		Forage to survive on the battlefield.		Required	

Interface Design (Wireframes) Asha Amalanti

#app →

#canvas
view port
boxed heroes

background #000 to #CCC

gradient

Min-height (100%)

z-index (-100)

Position (fixed)

Margin (0)

sf/s (css)

Queries

Home
Create New
Insert Data
All Heroes ↗
by Win Rate ⌐
First 10
Letter Query
Create Hero
All Items ↗
by Win Rate ⌐
Github link

nav

class=menu

body bg

spark.js

results