# SQL Queries
# Milestone #3

## Query 1:
List the top 5 characters with the highest number of successful combats attacks.

```
SELECT ccs.Name, COUNT(*) as num_successful_attacks
FROM char_combat_status ccs
WHERE ccs.result = 'Victory'
GROUP by ccs.Name
ORDER BY num_successful_attacks DESC
LIMIT 5;
```

## Query 2:
Print the name and total number of attacks per character having more than 5 attacks.

```
SELECT ccs.Name, COUNT(*) as num_attacks
FROM char_combat_status ccs
GROUP by ccs.Name
HAVING num_attacks > 5;
```

## Query 3:
Order the names of characters from highest to lowest number of attacks.

```
SELECT ccs.Name, COUNT(*) as num_attacks
FROM char_combat_status ccs
GROUP by ccs.Name
ORDER BY num_attacks DESC;
```

## Query 4:
List the name of Players with at least 5 characters.

```
SELECT Player.Forename, Player.Surname, COUNT(*)
FROM Player
INNER JOIN Owns_Character ON Player.AccountNo = Owns_Character.AccountNo
GROUP BY Player.AccountNo
HAVING COUNT(*) >= 5;
```

## Query 5:
List the name of weapons that is used by at least 10 Players.

```
SELECT wi.item, COUNT(Player.AccountNo) AS num_players
FROM weapon_inv wi
INNER JOIN
(Owns_Character INNER JOIN Player ON Owns_Character.ACcountNo =
Player.AccountNo)
ON Owns_Character.Name = wi.Name
GROUP BY wi.item
HAVING COUNT(DISTINCT Player.AccountNo) >= 10;
```