**1. Project Information**

* The last modified date: 2/13/2015
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* The project name: LOL Champions Database

**2. Topic Description**

This database is about the current popular game, league of legends. Basically it will have the information for champions, equipments, skills and etc. It will provide user detail information about champions, skills, equipments are if they want to search. Other than that, we may also provide some suggestion item builds to user.

Some domains could be champions, skills, equipments, haveSkillOf. chamType, equipType and etc. Most of these will be character arrays in order to fit the names of the different items or equipment as well as the names of each of the champion’s skills.Each champion has four skills that it can use. The skills vary greatly but have some common aspects such as mana cost, damage, and cooldown. The items also have values such as price, effect (what attribute of the champion gets increased), and name.

This database would store all of the relevant information in relation to a champion in the game so that someone could look up what their abilities are, how much damage they do, what their range is, how fast they move as well as several other variables. They could then look at the abilities of each of these champions in depth. One could look up the items that work well with the champion's abilities and recommended play style (Items that give health if a champion is generally played in such a manner).

**3. Sample Queries - Questions in English**

State at least 5 significantly different queries that your system will handle, in plain English. To make the queries significantly different, they should meet one or a combination of following elements appropriately:

* Each query should involve different objects in your project domain.
* Each query should contain different type of operation criteria.
* At least three queries are pertaining to several objects simultaneously.

1. When user input a champion’s name, everything about this champion will be displayed to user.(Champion)
2. When a skill name was given by user, not only the detail about that skill will be displayed to user, but also some kinda information will be given to indicate who has this skill.(Champion, Skill, haveSkillOf)
3. When a user wants to search all the champions whose chamType is a range, those champions will be return to user.(Champion, chamType)
4. If the user wants to know which skill has the most damage, detail information about that skill will be return.(Skill)
5. If the user wants to know the information about one specific equipment or all the equipments in the database, all details about that or those equipments will be return.(Equipment, EquipType)