Tables

Users

User ID int Primary Key Identity

User Name string

First Name string

Last Name string

Email string

Wallet money

Pets

Pet ID Int Primary Key Identity

Pet Breed string { Shiba Inu, Husky } (foreign key references Pet Breed)

Age int At least 7 weeks old when adopted

Pet Condition int foreign key references Condition table

Pet Breed

Pet Breed string primary key

Pet Size string/int {small, Medium, Large} probably an enum

Breed Bonus string bonus to one stat

Breed Penalty string penalty to one stat

Breed special string Special ability unique to each breed

PetStats

Pet ID Int Primary Key and Foreign Key (could be put on Pets table)

Aggression Int Likeliness to attack

Excitability Int Likeliness of dog responds to new stimuli

Intelligence Int How easy to learn new tricks or get bored

Sociability Int Desire to interact with others

Boldness Int How likely is dog to investigate/run away?

Reflexes Int Speed of Responses

UserPets

ID int primary key identity

User ID int foreign key references User table

Pet ID int foreign key references Pets table

Date Obtained DateTime DateTime.Now()

Pet Tricks

ID int Primary Key Identity

UserPetID int foreign key references UserPets table

TrickID int foreign key references Tricks Table

PetConditions

Condition ID int Primary Key Identity

Status string { Happy, Healthy, Hungry, Sick }

Status level int { 1, 2, 3 }

Tricks

Trick ID int Primary Key Identity

TrickName string

TrickBenefit string

Items

Item ID int Primary Key Identity

Item Name string

Item Type string { Medicine, Treat, Food, Toy }

Item Size string { Small, Medium, Large }

Price money

UserInventory

Inventory ID int Primary Key Identity

UserID Int foreign Key references Users Table

ItemID int foreign Key references Items Table

Quantity int