**Zombie DB**

Tables:

1. **survival\_supplies**
   1. item – VARCHAR (30)
   2. item type (medical, defense, generic) - VARCHAR (15)
   3. quantity (per person, i.e.: 3 bags) - VARCHAR (15)
   4. priority\_status (‘imperative’ to ‘handy’ OR numerical ) – VARCHAR (15)
   5. provider (where to obtain) – VARCHAR (25)
   6. usage (why is it important to have/ how to use during invasion)

-VARCHAR (200)

1. **safe\_Building\_Types** (Types rather than specifics)
   1. building\_type – VARCHAR (20)
   2. safety\_rating (‘impenetrable’ to ‘a grave’ OR numerical ) – VARCHAR (20)
   3. reason (why this type of building) – VARCHAR (200)
2. **stores** (‘providers’ from survival\_supplies)
   1. name - VARCHAR (25)
   2. merchandise\_type (food, weapons, survival gear, etc.) – VARCHAR (20)
   3. website – VARCHAR (40)
   4. corporate\_number – CHAR (10)
3. **edu\_media (films, games, books, websites)** 
   1. type (game, film, etc.) – VARCHAR (15)
   2. title – VARCHAR (50)
   3. esrb\_rating – VARCHAR (5)
   4. mpaa\_rating – VARCHAR (4)
   5. run\_time – DECIMAL
   6. hours\_play – DECIMAL
   7. year\_released – CHAR (4)
   8. helpfulness (why recommend) – VARCHAR(150)
4. **Effective\_weaponry**
   1. weapon – VARCHAR(25)
   2. type (firearm, blade, explosive, etc.) – VARCHAR (15)
   3. provider – VARCHAR (25)
   4. usage – VARCHAR (200) \*\*may correspond with usage in ‘supplies’
   5. maintenance (ammo, cleaning, sharpening, etc.) – VARCHAR (50)

MY VERSION:

1. **Top Survival Supplies**
   1. Priority – INT **KEY**
   2. Item Name – VARCHAR (30)
   3. Category (medical, defense, generic) **(?)** - VARCHAR (15)
   4. Minimum Quantity per person - INT
   5. Reason (why is it important to have/ how to use during invasion) - BLOB
2. Medical Supplies
   1. ID - AUTOINCREMENT INT **KEY**
   2. Item Name – VARCHAR
   3. Item Type (bandage/liquid/pills) - VARCHAR
   4. Quantity per Container – INT
3. General Materials
   1. ID - AUTOINC INT **KEY**
   2. Material Name
   3. Advantages
   4. Disadvantages
   5. Usefulness Value – INT
4. **safe\_Building\_Types** (Types rather than specifics)
   1. building\_type – VARCHAR (20)
   2. safety\_rating (‘impenetrable’ to ‘a grave’ OR numerical ) – VARCHAR (20)
   3. reason (why this type of building) – VARCHAR (200)
5. **Safe Zones**
   1. Street Address – VARCHAR
   2. City – VARCHAR
   3. State – VARCHAR
   4. Type - VARCHAR
   5. safety\_rating – INT
   6. Status - VARCHAR (1) T=safe f=Overrun
6. **stores** (‘providers’ from survival\_supplies)
   1. name - VARCHAR (25)
   2. Item List – VARCHAR [should list TYPE & #, separate by ‘,’]
   3. website – VARCHAR (40)
   4. corporate\_number – CHAR (10)
7. **edu\_media (can do media or just films, or have a table for each)** 
   1. type (game, film, etc.) – VARCHAR (15)
   2. title – VARCHAR (50)
   3. esrb\_rating – VARCHAR (5)
   4. mpaa\_rating – VARCHAR (4)
   5. run\_time – DECIMAL
   6. hours\_play – DECIMAL
   7. year\_released – CHAR (4)
   8. helpfulness (why recommend) – VARCHAR(150)
8. **affective\_weaponry**
   1. weapon – VARCHAR(25)
   2. type (firearm, blade, explosive, etc.) – VARCHAR (15)
   3. provider – VARCHAR (25)
   4. usage – VARCHAR (200) \*\*may correspond with usage in ‘supplies’
   5. maintenance (ammo, cleaning, sharpening, etc.) – VARCHAR (50)