### Functional Requirements:

#### ***Game Player***

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* The Game Player must be able to see their player’s inventory

| SELECT \* FROM IsHolding WHERE playerID = {playerID} |
| --- |

* The Game Player must be able to see a list of villagers that live in the player’s world

| SELECT v.\* FROM Villager v JOIN hasVillager h ON h.NPCID = v.NPCID WHERE h.worldID = {worldID}; |
| --- |

* The Game Player must be able to see a list of creatures that they have caught

| SELECT creature.\* FROM hasCaught, creature WHERE hasCaught.playerId = {playerID} AND hasCaught.creatureID = creature.creatureID; |
| --- |

* The Game Player must be able to see a list of creatures that have been donated to their world

| SELECT creature.\* FROM creature, player, hasDonated, livesOn WHERE player.playerID = {playerID} AND player.playerID = livesOn.playerID AND livesOn.WorldID = hasDonated.WorldId AND creature.CreatureID = HasDonated.creatureId; |
| --- |

* The Game Player must be able to see details of their world

| SELECT world.\* FROM world, livesOn WHERE livesOn.playerId = {playerID} AND livesOn.worldId = world.worldId; |
| --- |

* The Game Player must be able to get a list of players that live on their world

| SELECT playerID FROM livesOn WHERE livesOn.worldId = (SELECT worldId   FROM livesOn   WHERE playerId = CURRENTPLAYERID) |
| --- |

#### ***Game Developer***

* The Game Developer must be able to see a list of any player’s inventory

| SELECT \* FROM IsHolding WHERE playerID = {playerID} |
| --- |

* The Game Developer must be able to see a list of all villagers

| SELECT \* FROM villager; |
| --- |

* The Game Developer must be able to see a full list of creatures

| SELECT \* FROM creature; |
| --- |

* The Game Developer must be able to see a full list of fish

| SELECT \*  FROM fish; |
| --- |

* The Game Developer must be able to see a full list of bugs

| SELECT \*  FROM Bug; |
| --- |

* The Game Developer must be able to see a full list of fossils

| SELECT \*  FROM fossil; |
| --- |

* The Game Developer must be able to see a full list of crustaceans

| SELECT \*  FROM Crustacean; |
| --- |

* The Game Developer must be able to see details of any world

| SELECT \* FROM world WHERE worldID = {worldID}; |
| --- |

* The Game Developer must be able to get a full list of players

| SELECT \*  FROM player; |
| --- |

* The Game Developer must be able to get a list of players that live on a specific world

| SELECT playerID FROM livesOn WHERE liveson.worldID = {worldID}; |
| --- |