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ObscurWitMe Schema

Interest (InterestID, Name, Description, Thumbnail)

Interest pages are created by the users and the necessary information about the interest (such as Baseball, Snowboarding, a particular author etc) is stored in the Interest table. This table holds the basis of the entire project, as users can follow interests which allows the project to connect users together based on similar interests. Each interest can belong to multiple categories, hence the InterestCategory table which creates a many-to-many relation between interest and category. This table is normalized because each attribute represents information about only 1 interest page and every attribute is dependent on only the key. Name is the name of the interest (e.g. Snowboarding), description is a brief description of the interest (e.g. Strapping yourself to a plank of fiberglass and sliding down a snowy slope), and thumbnail is an optional field where the creator of the interest can upload an image to represent the interest.

Category (CategoryID, Name, Description)

The Category table stores different categories with their name and description. A category is a higher level bucket that an interest fits into. Name is the name of the category and description is the description of that category. This will allow us to keep track of different interests that users might be interested in based on what interests they already have. Each category is identified by its ID, and both name and description are dependent on the ID.

InterestCategory (InterestCategoryID, InterestID, CategoryID)

- Foreign Key InterestID references Interest
- Foreign Key CategoryID references Category

The InterestCategory table links the interest and category tables together in a many-to-many relationship. This allows the application to assign any number of interests to any number of categories. Each entry is one link between an interest and a category. It is simply a table with 1 primary key and 2 foreign keys, every part of the entry is unique and therefore not reliant on any other attribute other than the primary key.

User (UserID, FirstName, LastName, Age, Location, Password, Email)

The User table stores the information for all the users of the application. Users can connect through mutual interests and location. All the user's interests are stored in the UserInterest table. The table is normalized, because each attribute corresponds to a single UserID, and every attribute depends only on the key. UserID is a made-up internal identifier that

functions as the primary key, FirstName is the user's first name (e.g. John), LastName is the user's last name (e.g. Doe), Age is the age (e.g. 42), Location is the user's zip code (e.g. 84604), Password is their password (e.g. password123), and Email is the email address that is used to log in to the account (e.g. johndoerocks@gmail.com).

UserInterest (UserFanID, UserID, InterestID)

- Foreign Key UserID references User
- Foreign Key InterestID references Interest

UserInterest is a table intended to link users to interests. This also allows a many-to-many relationship between the two tables. A user should be able to follow any number of interests and an interest should have no limit on the number of following users. As it is a table with a single primary key and two foreign keys, each attribute is atomic and dependent on only the primary key.

Messages (MsgID, FromUserID, ToUserID, Body, Timestamp)

- Foreign Key FromUserID references User
- Foreign Key ToUserID references User

The Messages table stores messages sent from a user to another user similar to email. FromUserId corresponds to the user who sent the message and ToUserID corresponds to the user that receives the message. The body is the actual text and the Timestamp is when it was sent. This table is related to the user table and allows users to connect for the first time and exchange information. MsgId is the primary key and there are two foreign keys that I mentioned earlier, FromUserID and ToUserID.