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Personal Pokedex Schema

Trainer (<u>TrainerID</u>, TrainerName, TrainerSex, TrainerHometown)

- Primary Key TrainerID

Table name explanation: In the Pokemon world, people who capture Pokemon are called trainers.
Entity represented: This table represents the users.
Relation to other tables: A trainer has multiple CaughtPokemon
Evidence of normalization: 1NF with CaughtPokemon table, 3NF all columns rely on TrainerID
Column name explanation: Each trainer has a primary key in TrainerID, a name, a sex, and a hometown.

PokemonSpecies (<u>SpeciesID</u>, SpeciesName, SpeciesPokemonName, SpeciesImageUrl, SpeciesType1, SpeciesType2, SpeciesHeight, SpeciesWeight, SpeciesText, SpeciesBaseHP, SpeciesBaseAttack, SpeciesBaseDefense, SpeciesBaseSpecial, SpeciesBaseSpeed)

- Primary Key SpeciesID

Table name explanation: A pokedex in an encyclopedia of discovered pokemon species.
Entity represented: This table represents the discovered pokemon species.
Relation to other tables: A CaughtPokemon has a PokemonSpecies. PokemonSpecies have multiple PokemonMoves.
Evidence of normalization: 1NF with PokemonMoves table, 3NF all columns rely on SpeciesID
Column name explanation: Each PokemonSpecies has a primary in SpeciesID, each Species has a name, each species has a Pokemon name, each species has an image, each species has 2 types, each species has a height and a weight, each species has a descriptive flavor text, each species has RPG style statistics.

CaughtPokemon (<u>CaughtPokemonID</u>, TrainerID, SpeciesID, CaughtPokemonSex, CaughtPokemonLevel, CaughtPokemonNickname, CaughtPokemonMoveID1, CaughtPokemonMoveID2, CaughtPokemonMoveID3, CaughtPokemonMoveID4)

- Primary Key CaughtPokemonID
- Foreign Key TrainerID references Trainer
- Foreign Key SpeciesID references PokemonSpecies
- Foreign Key CaughtPokemonMoveID1 references Move
- Foreign Key CaughtPokemonMoveID2 references Move
- Foreign Key CaughtPokemonMoveID3 references Move
- Foreign Key CaughtPokemonMoveID4 references Move

Table name explanation: Pokemon Trainers capture pokemon to fill out their pokedex.
Relation to other tables: CaughtPokemon have a PokemonSpecies. Caught pokemon have 4 Moves. Caught pokemon have a trainer.
Evidence of normalization: 3NF all columns rely on CaughtPokemonID and foreign key SpeciesID
Column name explanation: CaughtPokemon have a UUID in CaughtPokemonID, a TrainerID to reference their Trainer, a species id to reference their PokemonSpecies, a sex, an RPG-like level, a nickname, and four PokemonMoves.

Move (<u>MoveID</u>, MoveName, MoveType, MoveText, MovePP, MoveBase, MoveAccuracy)

- Primary Key MoveID

Table Name Explanation: This table describes the moves of any pokemon. Since each pokemon will have moves
Entity Representation: This table represents the detail of moves
Relation to other tables: The table is related to PokemonMove table through “moveID”
Evidence of Normalization: 3NF all columns rely on MoveID
Column name explanation: Each move has primary MoveID, each move has MoveName, each move has MoveType, each move has MoveText, each move has MovePP, each move has MoveBase, and each move has MoveAccuracy

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PokemonMove(<u>PokemonSpeciesID</u>, <u>Requirement</u>, <u>MoveID</u>)

- Composite Key PokemonSpeciesID, Requirement, MoveID

Table Name Explanation: Pokemon can only learn specific moves
Entity Representation: This table represents the moves that Pokemon can learn.
Relation to other tables: pokemon_name maps to “name” in the PokemonSpecies table, while move_name maps to “name” in the Move table.
Evidence of Normalization: 1NF with PokemonSpecies and Move, 2NF whole key is needed

Column Name Explanation: A Pokemon name with the corresponding move it can learn is listed

- Foreign Key PokemonSpeciesID references PokemonSpecies
- Foreign Key MoveID references Move