DBMS La 1

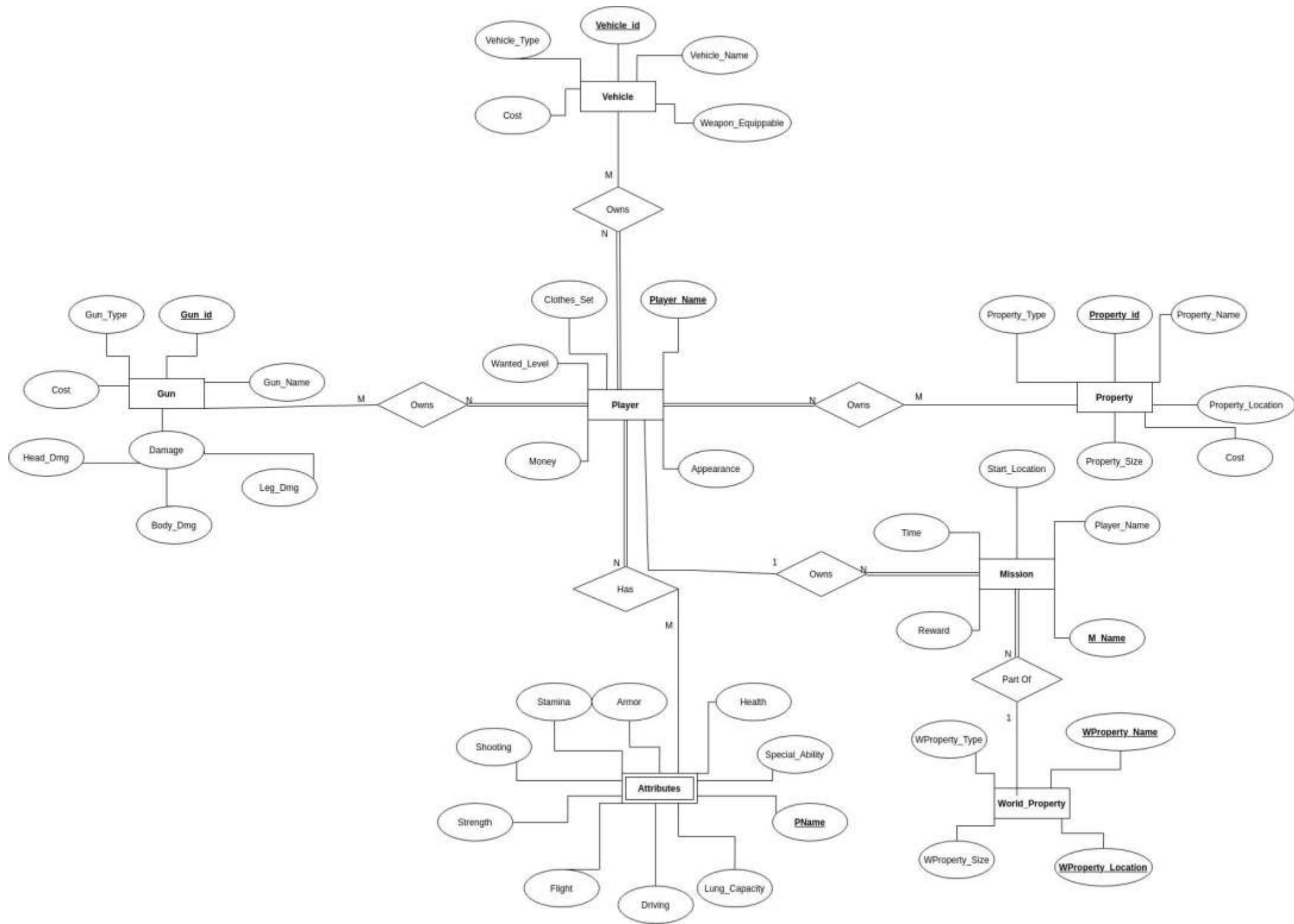# Game Database

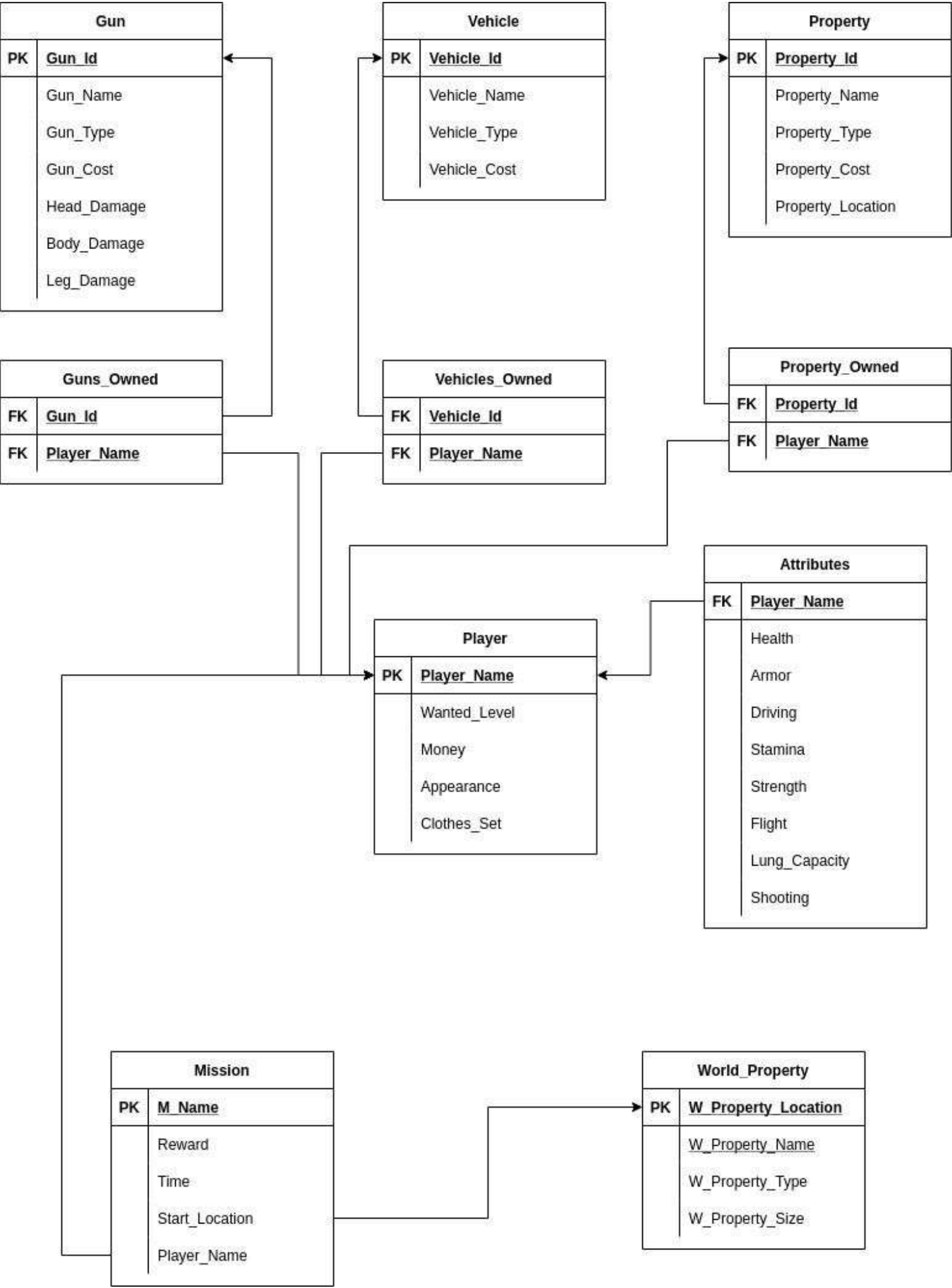## Done by:

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Entity-Relationship Diagram

Vehicle entity with attributes: Vehicle_Type, Vehicle_id, Vehicle_Name, Cost, Weapon_Equippable

Gun entity with attributes: Gun_Type, Gun_id, Cost, Gun_Name, Damage (Head_Dmg, Body_Dmg, Leg_Dmg)

Player entity with attributes: Clothes_Set, Player_Name, Wanted_Level, Money, Appearance

Property entity with attributes: Property_Type, Property_id, Property_Name, Property_Location, Property_Size, Cost

Attributes entity with attributes: Stamina, Armor, Health, Shooting, Special_Ability, Strength, PName, Flight, Driving, Lung_Capacity

Mission entity with attributes: Start_Location, Time, Player_Name, Reward, M_Name

World_Property entity with attributes: WProperty_Type, WProperty_Name, WProperty_Size, WProperty_Location

Relationships:
- Vehicle M — Owns — N Player
- Gun M — Owns — N Player
- Player N — Owns — M Property
- Player N — Has — M Attributes
- Player 1 — Owns — N Mission
- Mission N — Part Of — 1 World_Property

Schema

Gun

PK	Gun_Id
	Gun_Name
	Gun_Type
	Gun_Cost
	Head_Damage
	Body_Damage
	Leg_Damage

Vehicle

PK	Vehicle_Id
	Vehicle_Name
	Vehicle_Type
	Vehicle_Cost

Property

PK	Property_Id
	Property_Name
	Property_Type
	Property_Cost
	Property_Location

Guns_Owned

FK	Gun_Id
FK	Player_Name

Vehicles_Owned

FK	Vehicle_Id
FK	Player_Name

Property_Owned

FK	Property_Id
FK	Player_Name

Attributes

FK	Player_Name
	Health
	Armor
	Driving
	Stamina
	Strength
	Flight
	Lung_Capacity
	Shooting

Player

PK	Player_Name
	Wanted_Level
	Money
	Appearance
	Clothes_Set

Mission

PK	M_Name
	Reward
	Time
	Start_Location
	Player_Name

World_Property

PK	W_Property_Location
	W_Property_Name
	W_Property_Type
	W_Property_Size