RainbowSix@SC-C214-PC19

Data Dictionary

22.01.2021

Table of contents

Legend

🔑 Primary Key

🔑 Primary key disabled-

🔑 User-defined primary key

🔑 Unique key

🔑 Unique key disabled

🔑 User-defined unique key

⚡ Active trigger

⚡ Disabled trigger

⤚ Many to many relation

⤚ User-defined many to one relation

⤛ One to many relation

⤛ User-defined one to many relation

⤝ Many to many relation

⤝ User-defined many to many relation

— One to one relation

⤙ User-defined one to one relation

@ Input

@ Output

@ Input/Output

⬚ Uses dependency

⬚ Used defined uses dependency

⬚ Used by dependency

⬚ User-defined used by depency

RainbowSix@SC-C214-PC19

1. Tables

1.1. Table: Accessories

Columns

		Name	Data type	Description / Attributes
▤	🔑	id	int	Identity / Auto increment
▤	🔑	Name	varchar(45)	
▤		Type	varchar(45)	
▤		Location	varchar(45)	
▤		Stat	varchar(100)	
▤		Descript	varchar(100)	

Linked from

	Table	Join	Title / Name / Description
⤙	Weapons	**Accessories**id = WeaponsAccessories_id	FK_Weapons_Accessories

Unique keys

	Columns	Name / Description
🔑	id	PK__Accessor__3213E83F95599805
🔑	Name	UQ__Accessor__737584F60CEDCD17

Used By

Name
⊞ Accessories
🗒 V_R6
🗒 V_RainbowSix
⤙ Weapons

1.2. Table: Characters

Columns

		Name	Data type	Description / Attributes
🗐	🔑	id	int	Identity / Auto increment
🗐	🔑	Name	varchar(45)	
🗐		Part	varchar(7)	
🗐		Ability_name	varchar(20)	
🗐		Ability_definition	varchar(200)	
🗐		Passive_ability	varchar(20)	Nullable
🗐		Passif_definition	varchar(200)	Nullable
🗐		Gender	varchar(10)	Nullable
🗐		Country	varchar(45)	Nullable
🗐		Special_force	varchar(80)	Nullable
🗐		Weapons_id	int	Nullable
🗐		Rewards_id	int	Nullable
🗐		Gadgets_id	int	Nullable

Unique keys

	Columns	Name / Description
🔑	id	PK__Characte__3213E83F76A611CB
🔑	Name	UQ__Characte__737584F65B833713

Used By

Name
⊞ Characters
V_R6
V_RainbowSix

5

1.3   Table: Gadgets

Columns

		Name	Data type	Description / Attributes
🗒	🔑	id	int	Identity/ Auto increment
🗒		Name	varchar(45)	
🗒		Definition	varchar(200)	
🗒		Part	varchar(200)	

Unique keys

	Columns	Name / Description
🔑	id	PK__Gadgets__3213E83F816C7F1B

Used By

Name
🖽 Gadgets
🗗 V_R6
🗗 V_RainbowSix

1.4. Table: Maps

Columns

		Name	Data type	Description / Attributes
🔲	🔑	id	int	Identity / Auto increment
🔲		Name	varchar(45)	
🔲		Country	varchar(45)	
🔲		Size	int	
🔲		Nb_spawns	varchar(45)	
🔲		Nb_floors	varchar(45)	
🔲		Mods_id	int	Nullable

Unique keys

	Columns	Name / Description
🔑	id	PK__Maps__3213E83FA831B3A1

Used By

Name
⊞ Maps
📑 V_R6
📑 V_RainbowSix

7

1.5. Table: Mods

Columns

		Name	Data type	Description / Attributes
▤	🔑	id	int	Identity / Auto increment
▤		Name	varchar(45)	
▤		Duration	int	
▤		Special	int	
▤		Definition	varchar(100)	

Unique keys

Columns	Name / Description
🔑 id	PK__Mods__3213E83FFD62DF89

Used By

Name
▦ Mods
⬚ V_R6
⬚ V_RainbowSix

1.6. Table: Pendants

Columns

		Name	Data type	Description / Attributes
▤	🔑	id	int	Identity / Auto increment
▤	🔑	Name	varchar(45)	
▤		Rarity	varchar(45)	
▤		Definition	varchar(45)	

Unique keys

	Columns	Name / Description
🔑	id	PK__Pendants__3213E83F1AB40D63
🔑	Name	UQ__Pendants__737584F6E73234DA

Used By

Name
⊞ Pendants
🗗 V_R6
🗗 V_RainbowSix

9

1.7. Table: Rewards

Columns

		Name	Data type	Description / Attributes
🗏	🔑	id	int	Identity/ Auto increment
🗏		Name	varchar(45)	
🗏		Type	varchar(45)	

Unique keys

	Columns	Name / Description
🔑	id	PK__Rewards__3213E83F16713857

Used By

Name
⊞ Rewards
🗗 V_R6
🗗 V_RainbowSix

1.8. Table: Skins

Columns

		Name	Data type	Description / Attributes
▤	🔑	id	int	**Identity / Auto increment**
▤	🔑	Name	varchar(45)	
▤		Color	varchar(45)	
▤		Rarity	varchar(45)	
▤		Pattern	varchar(45)	

Unique keys

	Columns	Name / Description
🔑	id	PK__Skins__3213E83F4B510D7B
🔑	Name	UQ__Skins__737584F614377CC3

Used By

Name
▦ **Skins**
🗗 V_R6
🗗 V_RainbowSix

1.9 Table: Stat

Columns

		Name	Data type	Description / Attributes
▤	🔑	id	int	Identity/ Auto increment
▤		Defense	varchar(45)	
▤		Speed	varchar(45)	

Unique keys

	Columns	Name / Description
🔑	id	PK__Stat__3213E83F1F2F1893

Used By

Name
▦ Stat
🗔 V_R6
🗔 V_RainbowSix

1.10. Table: Weapons

Columns

		Name	Data type	Description / Attributes
🗒	🔑	id	int	Identity / Auto increment
🗒	🔑	Name	varchar(45)	
🗒		Category	varchar(45)	
🗒		Damage	int	
🗒		Recoil	varchar(45)	
🗒		ADS	varchar(45)	
🗒		Capacity	int	
🗒		Accessories_id	int	**Nullable** **References**: Accessories

Links to

	Table	Join	Title / Name / Description
⤚	Accessories	**Weapons**Accessories_id = Accessoriesid	FK_Weapons_Accessories

Unique keys

	Columns	Name / Description
🔑	id	PK__Weapons__3213E83F9A7BDEBA
🔑	Name	UQ__Weapons__737584F6B4AFE161

Uses

Name
⊞ **Weapons**
⤚ Accessories

Used By

Name
⊞ **Weapons**
🗂 V_R6
🗂 V_RainbowSix

13

2. Views

2.1. View: V_R6

Columns

		Name	Data type	Description / Attributes
目		Characters	int	Nullable
目		Gadgets	int	Nullable
目		Accessories	int	Nullable
目		Maps	int	Nullable
目		Mods	int	Nullable
目		Pendants	int	Nullable
目		Rewards	int	Nullable
目		Skins	int	Nullable
目		Stat	int	Nullable
目		Weapons	int	Nullable

Uses

Name
V_R6
Accessories
Characters
Gadgets
Maps
Mods
Pendants
Rewards
Skins
Stat
Weapons

Script

```
CREATE VIEW V_R6 AS SELECT * FROM

        (SELECT COUNT(*) AS "Characters" FROM Characters) as Characters,
(SELECT COUNT(*) AS "Gadgets" FROM Gadgets) as Gadgets,
(SELECT COUNT(*) AS "Accessories" FROM Accessories) as Accessories,
        (SELECT COUNT(*) AS "Maps" FROM Maps) as Maps,
(SELECT COUNT(*) AS "Mods" FROM Mods) as Mods,
        (SELECT COUNT(*) AS "Pendants" FROM Pendants) as Pendants,
        (SELECT COUNT(*) AS "Rewards" FROM Rewards) as Rewards,
        (SELECT COUNT(*) AS "Skins" FROM Skins) as Skins,
        (SELECT COUNT(*) AS "Stat" FROM Stat) as Stat,
        (SELECT COUNT(*) AS "Weapons" FROM Weapons) as Weapons
```