



DUNGEONS AND DRAGONS MANAGEMENT DATABASE

Database Fundamentals

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Business Description

The proposed business is one that centers around the Table Top Role Play Game Dungeons and Dragons (D&D). The business employs professional Dungeon Masters (DMs) to design and host campaigns within themed rooms. Players would then pay to experience these more refined and engaging sessions generating revenue for the company. The model database would be utilised to help DMs store designed campaigns, items and other utilities. In addition, it would also allow DMs to view timetabling for booked sessions and rooms.

1. Professional Dungeon Masters:

The DMs working within this business have a range of skills such as voice acting, improvisation, storytelling and design. Skills that have been attained through experience. They guide players through intricate stories and thrilling encounters to provide them with an elevated experience of D&D.

2. Campaign Design:

Most often players experience prebuilt campaigns designed by companies such as Wizards of the Coast. To allow for a unique experience for players new and old all campaigns within the company are designed by the DMs employed. All campaigns are custom made and regularly cycled to assure players who make repeat bookings experience something new each and every time.

3. Themed Rooms:

To allow for a more immersive experience all D&D sessions are hosted within rooms centered around the theme of each session. For example, if a campaign is set during medieval times each session will be hosted within a castle or tavern and so on. This is a unique selling point of this service.

4. Building a Community

Group bookings are not necessary those who book individually are grouped together for a given campaign. This has been implemented to assist in building a community of D&D players who may decide to participate in their own campaigns outside of our business.

Description of the System

The planned database is a specialised tool designed to support the activities of DMs employed by the business. The primary function is to serve as a repository for storing and accessing core campaign information inclusive of, the campaign details, participants, their associated player characters, the NPCs implemented in the campaign and required equipment to run the campaign. The attributes within each entity have been carefully chosen so that only the most relevant information will be stored. They have also been strategically formatted so that information that is for the Dungeon Master only has been isolated. This is apparent with the “overview” and “campaignOutline” attributes in the Campaign entity. Overview is a spoiler free description of the campaign which will be read to players whereas campaignOutline includes fine details about the campaign and should be withheld from players. This carefully developed design enhances a Dungeon Masters abilities and fosters a more efficient work environment for them.

Data Dictionary

Campaign

This is a modular collection of combat and encounters that come together to build an overarching story for participants to complete.

- campaignCode: This is a code that uniquely identifies each campaign.
- campaignName: This is the title of the campaign.
- world: This is the universe the campaign is based in.
- sublocation: These are any locations based within the universe.
- overview: This is a general description of the campaign that doesn't give away too much detail, generally something that will be read to the participants.
- campaignOutline: This is the detailed description that explores all the fine details of the campaign, usually information that is read only by the Dungeon Master.

Player Character

This is a character that a participant has designed to play as throughout the duration of the campaign.

- pId: This is a unique identifier assigned to a participant's playable character.
- fName: The character's first name.
- lName: The character's last name.
- class: The chosen class for the player character e.g.: Wizard, Barbarian.
- level: The characters level.
- background: The character background chosen, these are predefined by the 5th edition ruleset.
- race: The character race chosen, these are predefined by the 5th edition ruleset.

Participant

This is the customer who has made a booking with the company and will be playing the campaign.

- participantID: A unique identified assigned to each participant upon booking.
- fName: The participant's first name.
- lName: The participant's last name
- username: The username or screen name a participant may use in roll20 or any other official Dungeons and Dragons online platform.
- email: The participants primary contact email.
- bio: A brief biography of a participant and their Dungeons and Dragons experience.
- campaignsPlayed: The number of campaigns a participant has played, including both with the company and outside of the company.

Dungeon Master

The Dungeon Master is essentially a manager. They will conduct the campaign, managing encounters, playing as NPCs for participants to interact with and acting as a narrator for the storyline.

- employeeNumber: A unique identifier assigned to each employee of the company.
- fName: The Dungeon Masters first name.
- lName: The Dungeon Masters last name.
- username: The username or screen name a Dungeon Master may use in roll20 or any other official Dungeons and Dragons online platform.
- email: The Dungeon Masters company email.
- bio: A brief biography of a Dungeon Master and their Dungeons and Dragons experience.
- campaignsManaged: The number of campaigns a Dungeon Master has managed, including both with the company and outside of the company.

NPC

NPC's are any characters in the campaign that are not played by the participants.

- fName: The NPC's first name.
- lName: The NPC's last name.
- class: The chosen class for the NPC e.g.: Wizard, Barbarian.
- level: The NPCs level.
- background: The character background chosen, these are predefined by the 5th edition ruleset.

Equipment Type

Equipment Type works in conjunction with Equipment and defines the type of equipment.

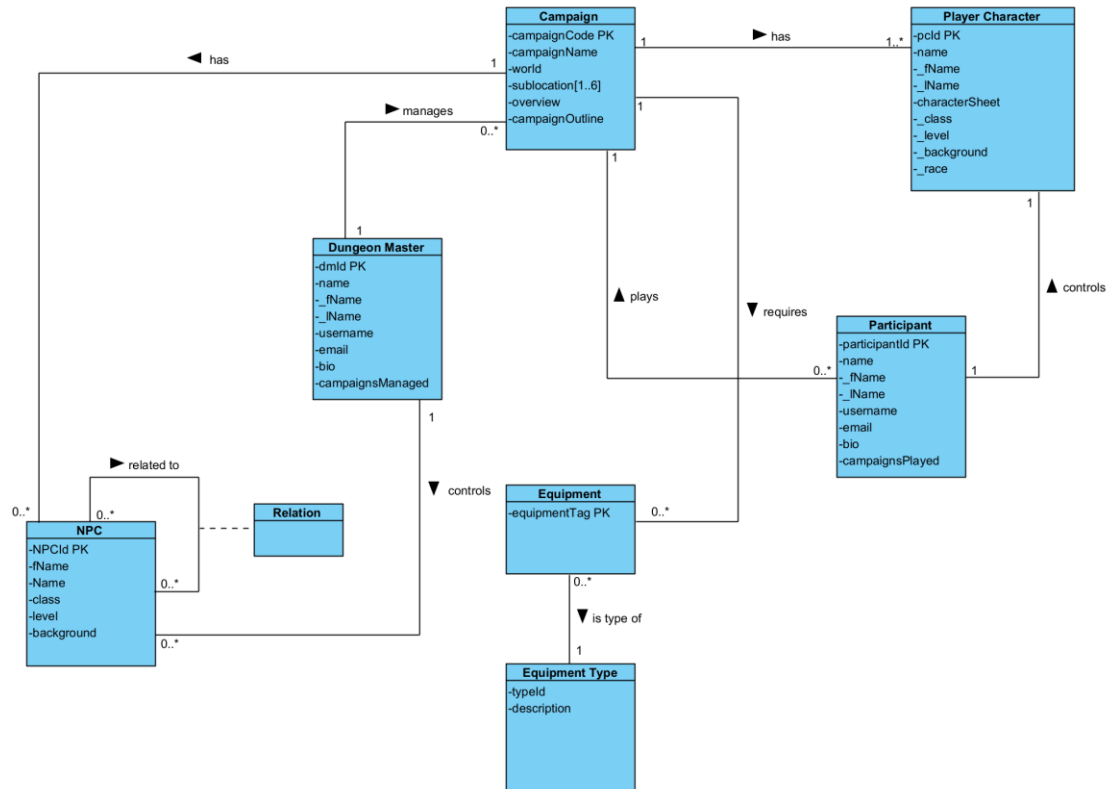
- typeId: A unique identifier for Equipment Type
- description: A description of the equipment.

Equipment

Equipment works in conjunction with Equipment Type, Equipment is the equipment needed to run a campaign.

- equipmentTag: a unique identifier for the piece of equipment.

Conceptual Data Model



Logical Data Model

Campaign(campaignCode, campaignName, world, overview, campaignOutline)

Primary Key campaignCode

Foreign Key dmId reference Dungeon Master(dmId)

Location(campaignCode, sublocation)

Primary Key campaignCode, sublocation

Foreign Key campaignCode references Campaign(campaignCode)

Player Character(pcId, fName, lName, class, level, background, race)

Primary Key pcId

Foreign Key campaignCode references Campaign(campaignCode)

Foreign Key participantId references Participant(participantId)

Participant(participantId, fName, lName, username, email, bio, campaignsPlayed)

Primary Key participantId

Foreign Key campaignCode references Campaign(campaignCode)

Dungeon Master(dmId, fName, lName, username, email, bio, campaignsManaged)

Primary Key dmId

NPC(NPCId, fName, lName, class, level, background)

Primary Key NPCId

Foreign Key campaignCode references Campaign(campaignCode)

Foreign Key dmId references Dungeon Master(dmId)

Family(NPCId, subNPCId, relation)

Primary key NPCId, subNPCId

Foreign Key NPCId references NPC(NPCId)

Foreign Key subNPCId references NPC(NPCId)

Equipment(equipmentTag)

Primary Key equipmentTag

Foreign Key campaignCode references Campaign(campaignCode)

Foreign Key typeId references Equipment Type(typeId)

Equipment Type(typeId, description)

Primary Key typeId