I fixed up parts that I noticed needed fixing but have not edited all of them in the inception phase document.

|  |
| --- |
| Customers |
| <<PK>> CustomerID: int (How do I show the increment (1, 1))  FirstName: Character {size = 50}  LastName: Character {size = 50}  Street: Character {size = 50}  City: Character {size = 35}  Province: Character {size = 35}  PostalCode: Character {size = 10}  DateOfBirth: date  PhoneNumber: Character {size = 10}  Email: Character {size = 50}  Hobbies: Character {size = 50}  Occupation: Character {size = 100} |

|  |
| --- |
| Contact |
| <<PK>> ContactID: int  <<FK>> CustomerID: Character {references = Customers}  FirstName: Character {size = 50}  LastName: Character {size = 50}  PhoneNumber: Character {size = 10}  Email: Character {size = 50}  Relationship: Character {size = 50} |

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| --- |
| Staff |
| <<PK>> StaffID: int  FirstName: Character {size = 50} ???? how does this reference the Role table or what does  LastName: Character {size = 50}  PhoneNumber: Character {size = 10}  Email: Character {size = 50}  Years\_Of\_Experience: int |

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| --- |
| Role |
| <<PK>> RoleID: int  RoleName: Character {size = 20}  Description: Character {size = 255}  <<FK>> CreatedBy: {references = Staff} ??????? Need to ask where this is coming from and how |

|  |
| --- |
| Staff\_Role |
| <<PK>> StaffRoleID: int  <<FK>> StaffID: {references = Staff}  <<FK>> RoleID: {references = Role} |

|  |
| --- |
| Schedule |
| <<PK>> CalenderID: int  AppointmentDate: date  AppointmentStartTime: time  AppointmentEndTime: time  Status: BIT Want to hear about how Status is different from Appointment and  how this will work exactly |

|  |
| --- |
| Appointment |
| <<PK>> BookingID: int  <<FK>> MemberID: {references = Customer}  FirstName: Character {size = 50}  LastName: Character {size = 50}  Email: Character {size = 50}  TotalNumberOfParticipants: int  Status: Character {size = 50} Want to hear about how Status is different from Schedule  and how this will work exactly  <<FK>> CalenderID: {references = Schedule} |

|  |
| --- |
| Areas\_Of\_Concern |
| <<PK>> ID: int  <<FK>> BookingID: {references = Appointment}  Arms: BIT  Chest: BIT  Feet: BIT  Head: BIT  Hip: BIT  Knees: BIT  Legs: BIT  Neck: BIT |

|  |
| --- |
| Intake\_Form |
| <<PK>> ID: int  FirstName: Character {size = 50}  LastName: Character {size = 50}  Email: Character {size = 50}  EmerFirstName: Character {size = 50}  EmerLastName: Character {size = 50}  Relationship: Character {size = 50}  PhoneNumber: Character {size = 10}  Hobbies: Character {size = 50}  Goals: Character {size = 150}  Injuries: Character {size = 150}  HealthConcerns: Character {size = 150}  YogaInterests: Character {size = 150}  RatePhysicalActivity: int  RateStress: int  Comfortable\_Self\_Assessment: int  Practice\_Self\_Assessment: int  Health\_Conditions\_Recently\_Past: Character {size = 150}  Concerns\_Hopes\_Goals\_Anticipations: Character {size = 150} |

Will there be a table for storing media (Videos) ????? Do we need to ask the client about it ?