

CPNV

Darksouls

Data Dictionary

22.01.2021

TRIAL
























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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 one 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
-  User-defined uses dependency
-  Used by dependency
-  User-defined used by dependency


1. Tables

1.1. Table: accounts


Columns

	Name	Data type	Description / Attributes
	id	int	Identity / Auto increment
	pseudo	varchar(45)	
	mail	varchar(70)	
	passwords	varchar(45)	

Linked from







	Table	Join	Title / Name / Description
	characters	accountsid = charactersaccounts_id	FK_Darksouls_accounts

Unique keys

	Columns	Name / Description
	id	PK_accounts__3213E83FB827DE90

1.2. Table: areas



Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(45)	
	bosses	int	Nullable
	bonfires	int	Nullable

Linked from



Table	Join	Title / Name / Description
← areas_live_monsters	areas id = areas_live_monstersareas_id	FK_Darksouls_area
← bonfires	areas id = bonfiresareas_id	FK_Darksouls_areas

Unique keys



Columns		Name / Description
 id		PK_areas__3213E83F3FA051D3
 name		UQ_areas__72E12F1B628BCF47

1.3. Table: areas_live_monsters

Columns






Name		Data type	Description / Attributes
	areas_id	int	Nullable References: areas
	monsters_id	int	Nullable References: monsters

Links to


Table		Join	Title / Name / Description
	areas	areas_live_monsters areas_id = areasid	FK_Darksouls_area
	monsters	areas_live_monsters monsters_id = monstersid	FK_Darksouls_monsters

1.4. Table: armors


Columns

Name			Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		vigor	int	
		resistance	int	

Linked from



Table	Join	Title / Name / Description
 armors_need_statistics	armors id = armors_need_statisticsarmors_id	FK_Darksouls_armors

Unique keys



Columns	Name / Description
 id	PK_armors__3213E83F4FA5FF32

1.5. Table: armors_need_statistics

Columns







Name		Data type	Description / Attributes
	statistics_id	int	Nullable References: statistics
	armors_id	int	Nullable References: armors

Links to


Table		Join	Title / Name / Description
	armors	armors_need_statistics armors_id = armorsid	FK_Darksouls_armors
	statistics	armors_need_statistics statistics_id = statisticsid	FK_Darksouls_statistics

1.6. Table: bonfires



Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	name	varchar(45)	
	 U_number	int	
	areas_id	int	Nullable References: areas

Links to








Table	Join	Title / Name / Description
 areas	bonfires areas_id = areasid	FK_Darksouls_areas

Unique keys




Columns		Name / Description
 id		PK_bonfires__3213E83FC5601B5A
 U_number		UQ_bonfires__5477B5F7B5BB7114

1.7. Table: characters

Columns

Name			Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		accounts_id	int	Nullable References: accounts
		statistics_id	int	Nullable References: statistics
		progressions_id	int	Nullable References: progressions

Links to








Table	Join	Title / Name / Description
 accounts	characters accounts_id = accountsid	FK_Darksouls_accounts
 progressions	characters progressions_id = progressionsid	FK_Darksouls_progressions
 statistics	characters statistics_id = statisticsid	FK_Darksouls_statisticss

Unique keys

Columns		Name / Description
	id	PK__characte__3213E83F72DE1B08
	name	UQ__characte__72E12F1BD77ABD41

1.8. Table: monsters

Columns

		Name	Data type	Description / Attributes
		id	int	Identity / Auto increment
		type	varchar(45)	
		boss	bit	
		name	varchar(45)	
		health	int	
		damage	int	

Linked from






		Table	Join	Title / Name / Description
		areas_live_monsters	monsters id = areas_live_monstersmonsters_id	FK_Darksouls_monsters

Unique keys

		Columns	Name / Description
		id	PK_monsters_3213E83FFDF6D703

1.9. Table: progressions

Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	nbBonfire	int	Nullable
	nbBoss	int	Nullable
	bonfire_id	int	Nullable

Linked from






Table	Join	Title / Name / Description
 characters	progressions id = charactersprogressions_id	FK_Darksouls_progressions

Unique keys




Columns	Name / Description
 id	PK_progress_3213E83F6AEC0433

1.10. Table: statistics



Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 type	varchar(45)	
	value	int	Nullable

Linked from








Table	Join	Title / Name / Description
 armors_need_statistics	statistics id = armors_need_statisticsstatistics_id	FK_Darksouls_statistics
 characters	statistics id = charactersstatistics_id	FK_Darksouls_statisticss
 weapons_need_statistics	statistics id = weapons_need_statisticsstatistics_id	FK_Darksouls_statistic

Unique keys

Columns		Name / Description
 id	PK__statisti__3213E83F2E6F0A1D	
 type	UQ__statisti__E3F852482D586D90	

1.11. Table: weapons



Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(45)	
	type	varchar(45)	Nullable
	strenght	int	
	damage	int	

Linked from



Table	Join	Title / Name / Description
 weapons_need_statistics	weapons id = weapons_need_statisticsweapons_id	FK_Darksouls_weapons

Unique keys



Columns		Name / Description
 id		PK_weapons__3213E83FB3054AE0
 name		UQ_weapons__72E12F1BF6CFA40D

1.12. Table: weapons_need_statistics

Columns

Name		Data type	Description / Attributes
	statistics_id	int	Nullable References: statistics
	weapons_id	int	Nullable References: weapons

Links to

Table		Join	Title / Name / Description
	statistics	weapons_need_statistics statistics_id = statisticsid	FK_Darksouls_statistic
	weapons	weapons_need_statistics weapons_id = weaponsid	FK_Darksouls_weapons