

CPNV

Darksouls

Data Dictionary

22.01.2021
























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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

Darksouls


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	accounts id = charactersaccounts_id	FK_Darksouls_accounts

Unique keys

Columns	Name / Description
 id	PK_accounts__3213E83FDCE35D9B

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
← bonfires	areasid = bonfiresareas_id	FK_Darksouls_areas
← monsters_live_areas	areasid = monsters_live_areasareas_id	FK_Darksouls_area

Unique keys


Columns		Name / Description
 id		PK_areas__3213E83FBD211590
 name		UQ_areas__72E12F1BD251D2E3

1.3. 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__3213E83FEF2F5A79

1.4. 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

1.5. 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__3213E83F0FC5A757
 U_number		UQ_bonfires__5477B5F707D6AD16

1.6. 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__3213E83F1CB4E4B7
	name	UQ__characte__72E12F1B2ABC7A7C

1.7. 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
→		monsters_live_areas	monsters id = monsters_live_areasmonsters_id	FK_Darksouls_monsters

Unique keys



		Columns	Name / Description
		id	PK_monsters_3213E83F223B7861

1.8. Table: monsters_live_areas

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	monsters_live_areas areas_id = areasid	FK_Darksouls_area
	monsters	monsters_live_areas monsters_id = monstersid	FK_Darksouls_monsters

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_3213E83FB367FD5D

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__3213E83FF285AD2C
 type	UQ__statisti__E3F852483D5C149F

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__3213E83FEDCF52FD
 name		UQ_weapons__72E12F1BECAE1EF3

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

2. Views

2.1. View: V_accounts


Columns

Name		Data type	Description / Attributes
	accounts	int	Nullable

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2.2. View: V_areas


Columns

		Name	Data type	Description / Attributes
		areas	int	Nullable

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2.3. View: V_armors


Columns

Name		Data type	Description / Attributes
	armors	int	Nullable

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2.4. View: V_armors_need_statistics


Columns

Name		Data type	Description / Attributes
	armors_need_statistics	int	Nullable

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2.5. View: V_bonfires


Columns

		Name	Data type	Description / Attributes
		bonfires	int	Nullable

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2.6. View: V_characters


Columns

		Name	Data type	Description / Attributes
		characters	int	Nullable

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2.7. View: V_monsters


Columns

Name		Data type	Description / Attributes
	monsters	int	Nullable

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2.8. View: V_monsters_live_areas


Columns

Name		Data type	Description / Attributes
	monsters_live_areas	int	Nullable

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2.9. View: V_progressions


Columns

		Name	Data type	Description / Attributes
		progressions	int	Nullable

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2.10. View: V_statistics


Columns

		Name	Data type	Description / Attributes
		statistics	int	Nullable

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2.11. View: V_weapons


Columns

		Name	Data type	Description / Attributes
		weapons	int	Nullable

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2.12. View: V_weapons_need_statistics

Columns

Name		Data type	Description / Attributes
	weapons_need_statistics	int	Nullable

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