4.2
Entity Dictionary

Entity: Active(equipment)
Description: Items subclass that can be used by the character after a set cool down time.
Attribute:
- cooldown, INT
- Primary Key: Items.IName

Note: Subclass of Items

Entity: Affix buffs
Description: positive status effects for the characters(elite).
Attribute:
- power of elite, VarChar(80)
- Primary Key: status effects.internal name

Note: Subclass of status effects

Entity: Buffs
Description: positive status effects for the characters(non elite).
Attribute:
- helps character, VarChar(80)
- Primary Key: status effects.internal name

Note: Subclass of status effects

Entity: Characters
Description: All characters in the game, playable and non playable.
Attribute:
- charactersName, VarChar(80)
- Armor, INT
- Health Regeneration, DOUBLE
- BaseDamage, INT
- BaseHealth, INT
- level, INT
- MovementSpeed(base), INT
- Class, VarChar(80)
- Icon, IMAGE
- Primary Key: charactersName

Entity: Cooldown buffs
Description: Cool down dependent buffs based on items.
Attribute:
- has cooldown , INT
- Primary Key: status effects.internal name

Note: Subclass of status effects

Entity: Debuffs
Description: negative status effects for the characters(non elite).
Attribute:
- helps enemy , VarChar(80)
- Primary Key: status effects.internal name

Note: Subclass of status effects

Entity: Drone
Description: drones are in-game companions that follow playable characters after being bought, and can be rebought after being killed.
Attribute:
- abilities, VarChar(80)
- cost, INT
- Primary Key: Characters.charactersName

Note: Subclass of unplayable Characters

Entity: Elites
Description: Elite version of a monster. Has additional damage and health. They are a subclass of enemies(Monsters).
Attribute:
- effect, VarChar(80)
- damageBoost, INT
- healthBoost, INT
- chance to drop buff, DOUBLE
- Primary Key: Characters.charactersName

Note: Subclass of Enemies(Monsters)

Entity: Enemies(Monsters)
Description: Hostile entities to playable characters and drones. Skills scale and can pick up items like playable characters.
Attribute:

- family, VarChar(80)
- Primary Key: Characters.charactersName

Note: Subclass of unplayable Characters

Entity: Environment
Description: Entity is a level(map) that all entities in the mini world will appear on.
Attribute:
- EnvName, VarChar(80)
- Stage, VarChar(80)
- Soundtrack, VarChar(80)
- Description, VarChar(80)

- Lunar Seer Quote, VarChar(80)
- Primary Key: EnvName

Entity: Items
Description: Items that are found in the game, will modify the characters health, movement speed, armor, effects, and damages.
Attribute:
- IName, VarChar(80)
- description, VarChar(80)
- rarity , DOUBLE
- Icon, IMAGE
- Primary Key: IName

Entity: Other Monsters
Description: Monsters that can also be used as an ally if certain requirements are met.
Attribute:
- survivor ally, VarChar(80)
- Primary Key: Characters.charactersName

Note: Subclass of Enemies(Monsters)

Entity: Passive
Description: Item's subclass of items that are in the characters inventory to modify their game values. These are formulas based on how they stack to generate a modified damage, health, speed, armor, or luck modification.
Attribute:
- stack , VarChar(80)
- Primary Key: Items.IName

Note: Subclass of Items

Entity: Playable Characters
Description: characters that can be played in the game
Attribute:
- Movement speed Scalar, INT
- Outfit color , IMAGE
- Mass, INT
- Damage scalar, INT
- Primary Key: Characters.charactersName

Note: Subclass of Characters

Entity: Skills
Description: skills that are unique to each character
Attribute:
- SName, VarChar(80)
- icon, IMAGE

- cooldown, INT
- description, VarChar(80)
- type, VarChar(80)
- proc coefficient, DOUBLE
- Primary Key: SName

Entity: Special Bosses
Description: Boss characters that have specific requirements before they can spawn in the map.
Attribute:
- map spawn requirements, VarChar(80)
- Primary Key: Characters.charactersName

Note: Subclass of Enemies(Monsters)

Entity: Special Monsters
Description: A subclass of enemy monsters that has special requirements that must be met before it can spawn on the map.
Attribute:
- special spawn requirements, VarChar(80)
- Primary Key: Characters.charactersName

Note: Subclass of Enemies(Monsters)

Entity: Status
Description: Status that are held by the characters during the game.
Attribute:
- current character status , VarChar(80)
- Primary Key: status effects.internal name

Note: Subclass of status effects

Entity: status effects
Description: Status effects that can positively or negatively
Attribute:
- internal name, VarChar(80)
- source, VarChar(80)
- description , VarChar(80)
- Icon, IMAGE
- effect, VarChar(80)
- Primary Key: internal name

Entity: unplayable Characters
Description: Unplayable characters in the game.
Attribute:
- Constant Speed, INT
- AI controlled, Boolean

- Additional Damage, INT
- AI BlackList, VarChar(80)
- Primary Key: Characters.charactersName

Note: Subclass of Characters

RELATION DICTIONARY

Relationship: Can buy
Description: Playable characters can pay to obtain drones in the game.
Entities: Playable Characters to Drones
Cardinality: 1 to N
Participation:
- Drone Total Participation
- Playable Characters Partial Participation

Relationship: Generates
Description: A specific environment affects which unplayable characters are generated on that map.
Entities: Environment to Unplayable Characters
Cardinality: M to N
Participation:
- Unplayable Characters: Total Participation
- Environments: Partial Participation

Relationship: gives
Description: Items give status effects to characters when obtained.
Entities: Items to Status Effects
Cardinality: M:N
Participation:
- Items:Partial
- status effects: Total

Relationship: Has
Description: A set of skills each playable character has.
Entities: Playable Character to Skills
Cardinality: 1 to N
Participation:
- Skills Total Participation
- Playable Character Partial Participation

Relationship: Possess

Description: Characters can possess different kinds of status effects through items and skills
Entities: Characters to Status Effects
Cardinality: 1:N
Participation:
- Characters: Partial
- Status Effects: Total

Relationship: Spawns
Description: The environment spawns the items into the map.
Entities: Environment to Items
Cardinality: M:N
Participation:
- Environment: Partial
- Status Effects: Partial

Relationship: Use
Description: Characters are able to use items during the game to boost stats.
Entities: Characters to Items
Cardinality: 1 to N
Participation:
- Characters Partial Participation
- Items Partial Participation