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### **Entities:**

Novel: Includes details about the visual novel itself, such as its name. It is the main focus.

Author: The details about the creator and writer of the visual novel are included here.

Genre: Contains the list of genres and information concerning genres available.

VoiceActor: Contains information regarding which voice actors are present, if any.

Composer: The person(s) who created the music for the visual novel, if any.

Platform: Many visual novels can be found on multiple platforms. This keeps track of which each visual novel can be found on.

Publisher: Contains information of which company has published the visual novel, if applicable.

### **Attributes:**

Author.Gender: The gender of the author.

AuthorID: Unique identifier of the author.

Author.Name: The author's name.

GenreID: Unique identifier of the genre.

GenreName: Name of each genre.

ActorID: Unique identifier of each voice actor/actress.

VoiceActor.Gender: Gender of each voice actor/actress.

VoiceActor.Name: Name of each voice actor.

ComposerID: Unique identifier of each composer listed.

Composer.Gender: Gender of each composer.

Composer.Name: Name of the composer.

PlatformName: Name of the platforms where the visual novel can be played.

PlatformID: Unique identifier for each platform.

PublisherID: Unique identifier for each publisher.

PublisherName: Name of the publisher, if applicable.

Novel.Rating: The score given to a visual novel.

Novel.ReadingStatus: If the novel is currently being read, has been read, or on hold, or such.

NovelID: Unique identifier for each novel.

Novel.Title: The name of each visual novel.

Novel.AgeRating: What age restrictions are there on the visual novel.

Novel.ReleaseDate: When the visual novel was released (year, month, day).

### **Relationships:**

CreatedBy: The novel can be written by one author, but they are able to write multiple novels.

BelongsToGenre: A novel can have multiple genres, and multiple genres can be present in multiple visual novels.

VoicedBy: Which voice actors were present in a visual novel. There does not need to be any voice actors in a visual novel, but at the same time, multiple voice actors can be present, and in multiple visual novels.

ComposedBy: The music was composed by which composer? The visual novel does not need to have music; however, composers can work on multiple visual novels.

AvailableOn: Defines which platforms the visual novel is available on. One visual novel can be on multiple platforms, and it must be on at least 1 if it is to be playable. And platforms can be home to many visual novels.

PublishedBy: Which publisher has published a visual novel. There does not need to be one, and only one publisher can publish a visual novel, but each publisher can have multiple visual novels published.

Appendix (In case image file does not open properly):

