Preliminary Information Regarding the Conversion of the Database

The following information has been gathered by a brief analysis of the existing database that has been built in Firebase. I have taken the fields from that database and depicted them visually through a database diagram. This file is to describe what, to the best of my understanding, the different fields in the tables are supposed to contain.

Users\_Medical Table:

This table contains the information about each of the medical professionals that are going to be using this program as part of a treatment for a patient.

Doctor\_ID (Primary Key): This is a unique ID that will be automatically assigned when a new doctor account is created.

Contact: Presumably, this field will contain additional contact information for the doctor, such as a phone number.

Email\_Address: This field contains the doctor’s email address. In my diagram, I renamed this one to “Doctor\_Email\_Address” to avoid any confusion or conflicts, since in the other tables, “Email\_Address” refers to the patient’s email address.

First\_Name: The first name of the doctor.

Last\_Name: The last name of the doctor.

Moderator: A Boolean value that, when set to “true,” appears to give the user the ability to create and edit quests.

Organization: The organization that the doctor works for. This could potentially be a hospital, or in some instances, a private office.

P\_List: A list of the patients that are assigned to the doctor. The patients are linked by the email accounts that they used to set up their patient accounts with.

Password: The doctor’s password.

Username: The doctor’s username.

App\_Users Table

This table appears to be created when a patient creates an account on their phone. It seems to automatically get linked to a “Patient\_Records” table if the email address used to create the account corresponds to an existing table.

Email\_Address (Primary Key): The email address the patient used to create the account with.

Doctor\_ID (Foreign Key): The ID of the doctor that the patient has been assigned to.

Password: The password the patient set when they created the account.

Patient\_Records Table

This table appears to be created by a doctor filling out information on their web-based application. This table contains all of the relevant patient information regarding their current treatment status. When a patient creates an account on their mobile app, it seems to link their records to their game account when the email addresses match.

Email\_Address (Foreign Key): The email address of the patient. Used to link the “Patient\_Records” table with a corresponding “App\_Users” table.

First\_Name: The patient’s first name.

Home\_Number: The patients home phone number.

Last\_Name: The patient’s last name.

Medication: A description of the medication that the patient is taking.

Middle\_Name: The patient’s middle name.

Notes: Any additional notes regarding the patient.

Patient\_Number: A number used to identify the patient, although I am not certain where the application currently uses this, as the database seems to identify patients by email address everywhere else.

Quest\_List: A list of quests the patient has currently been assigned.

Work\_Number: The patient’s work phone number.

Quests Table

This table contains information about each quest. Once the doctor creates a quest and assigns it to one of their patients, it is stored here.

Doctor\_ID (Primary Key): The ID of the doctor that created the quest.

Email\_Address (Primary Key): The email address of the patient that the quest has been assigned to.

Quest\_Additional\_Items: Any additional information regarding the quest would be put here.

Quest\_Description: A description of what must be done to complete the quest.

Quest\_Difficulty: Shows how difficult the quest will be to complete, in the doctor’s opinion.

Quest\_LocationLat: The latitude of the quest.

Quest\_LocationLong: The longitude of the quest.

Quest\_Name: The name of the quest.

Quest\_Objectives. The objectives that must be done to complete the quest.

Quest\_Reward: The reward (currently measured in XP Points) that will be given to when the quest is completed.

Quest\_Status: States if the quest is completed or not.

Quest\_Type: Describes how often the quest will recur.