

Yannick Amegan
Eddie Christopher Fox

Chrono Trigger Database:

The database we propose will detail the various aspects of the Chrono Trigger Universe. Chrono Trigger is a video game released for the SNES in 1995, and considered one of the greatest games of all time. It is the story of a group of young heroes who must travel through time to stop the apocalypse. The game is expansive as far as different locations throughout the different time periods. The battle system also allows for combining the abilities of different characters to create new abilities. All together this game provides a wealth of data that will yield a very interesting database.

The entities in this database are:

- Characters - Name, element, weapon type
- Enemies/Bosses - Stats, attacks, abilities
- Techs (techniques) - Type, MP cost, # of targets
- Equipment - Affect on a character's stats
- Eras - Date, inhabitants
- Locations - items and enemies
- Quests - objectives and milestones

The relationships in this database are:

- Characters are from era's. Each character can only have one era.
- Characters use equipment. This is a many to many relationship because a character can use multiple pieces of equipment, and pieces of equipment can be used by multiple characters.
- Techs are performed by characters. While it is usually one to one, there are some techs that can be performed by more than one character, so it is one to many.
- Each era can have multiple quests (a one to many relationship), and as the game progresses some quests will span multiple eras.
- Most enemies and bosses have only one location (one to one relationship), but some are recurring and can be encountered multiple times (one to many).