tarkov design document

UML

user

- name
- id
- level
- faction
- current tasks
- current hideout
- current items

tasks

- name
- description
- unlock requirement
- completion requirement
- items needed
- wiki link

hideout Station

- name
- description
- level
- upgrade to next level requirements

items

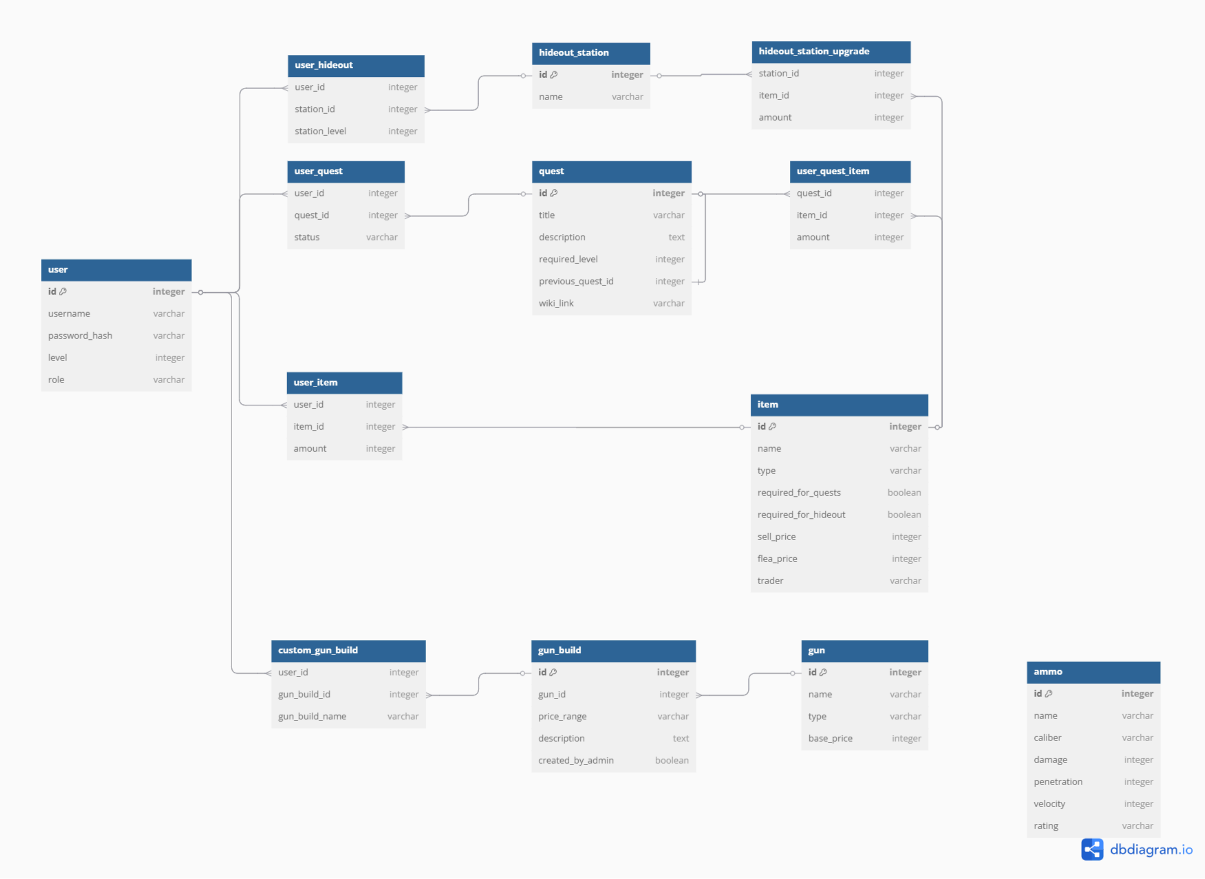
- name
- amount
- type
- useful for player?

api querys

tasks

for looking for a singler task start query with
“task”
needs task id
for a list of all tasks
“tasks”

database
maybe add spots for images
otherwise pull from api



```
CREATE TABLE [user] (
  [id] integer PRIMARY KEY,
  [username] nvarchar(255),
  [password_hash] nvarchar(255),
  [level] integer,
  [role] nvarchar(255)
)
GO

CREATE TABLE [user_hideout] (
  [user_id] integer,
  [station_id] integer,
  [station_level] integer
)
GO

CREATE TABLE [hideout_station] (
  [id] integer PRIMARY KEY,
  [name] nvarchar(255)
)
GO

CREATE TABLE [hideout_station_upgrade] (
  [station_id] integer,
  [item_id] integer,
  [amount] integer
)
GO

CREATE TABLE [quest] (
  [id] integer PRIMARY KEY,
  [title] nvarchar(255),
  [description] text,
  [required_level] integer,
  [previous_quest_id] integer,
  [wiki_link] nvarchar(255)
)
GO

CREATE TABLE [user_quest] (
  [user_id] integer,
  [quest_id] integer,
  [status] nvarchar(255)
)
GO

CREATE TABLE [user_quest_item] (
  [quest_id] integer,
  [item_id] integer,
  [amount] integer
)
GO

CREATE TABLE [item] (
  [id] integer PRIMARY KEY,
  [name] nvarchar(255),
  [type] nvarchar(255),
  [required_for_quests] smallint,
  [required_for_hideout] smallint,
  [sell_price] integer,
  [flea_price] integer,
  [trader] nvarchar(255)
)
GO

CREATE TABLE [user_item] (
  [user_id] integer,
  [item_id] integer,
  [amount] integer
)
GO

CREATE TABLE [ammo] (
  [id] integer PRIMARY KEY,
  [name] nvarchar(255),
  [caliber] nvarchar(255),
  [damage] integer,
  [penetration] integer,
  [velocity] integer,
  [rating] nvarchar(255)
)
GO

CREATE TABLE [custom_gun_build] (
  [user_id] integer,
  [gun_build_id] integer,
  [gun_build_name] nvarchar(255)
)
GO

CREATE TABLE [gun] (
  [id] integer PRIMARY KEY,
  [name] nvarchar(255),
  [type] nvarchar(255),
  [base_price] integer
)
GO

CREATE TABLE [gun_build] (
  [id] integer PRIMARY KEY,
  [gun_id] integer,
  [price_range] nvarchar(255),
  [description] text,
  [created_by_admin] smallint
)
GO

ALTER TABLE [user_hideout] ADD FOREIGN KEY ([user_id]) REFERENCES [user] ([id])
GO

ALTER TABLE [user_hideout] ADD FOREIGN KEY ([station_id]) REFERENCES
[hideout_station] ([id])
GO

ALTER TABLE [hideout_station_upgrade] ADD FOREIGN KEY ([station_id]) REFERENCES
[hideout_station] ([id])
GO

ALTER TABLE [hideout_station_upgrade] ADD FOREIGN KEY ([item_id]) REFERENCES
[item] ([id])
GO
```

```
ALTER TABLE [quest] ADD FOREIGN KEY ([previous_quest_id]) REFERENCES [quest] ([id])
GO

ALTER TABLE [user_quest] ADD FOREIGN KEY ([user_id]) REFERENCES [user] ([id])
GO

ALTER TABLE [user_quest] ADD FOREIGN KEY ([quest_id]) REFERENCES [quest] ([id])
GO

ALTER TABLE [user_quest_item] ADD FOREIGN KEY ([quest_id]) REFERENCES [quest] ([id])
GO

ALTER TABLE [user_quest_item] ADD FOREIGN KEY ([item_id]) REFERENCES [item] ([id])
GO

ALTER TABLE [user_item] ADD FOREIGN KEY ([user_id]) REFERENCES [user] ([id])
GO

ALTER TABLE [user_item] ADD FOREIGN KEY ([item_id]) REFERENCES [item] ([id])
GO

ALTER TABLE [custom_gun_build] ADD FOREIGN KEY ([user_id]) REFERENCES [user] ([id])
GO

ALTER TABLE [custom_gun_build] ADD FOREIGN KEY ([gun_build_id]) REFERENCES [gun_build] ([id])
GO

ALTER TABLE [gun_build] ADD FOREIGN KEY ([gun_id]) REFERENCES [gun] ([id])
GO
```