Team 6 Relational Schema

Customer\_account(id, username, name, email, password, payment\_rate)

Transactions(id, customer\_Id, amount, date, status)

Characters(id, name, party\_Id, customer\_Id, race, class, level, size)

Spells\_Known(character\_id, spell\_Id)

Spells(Id, name, spell level, description)

Inventory(character\_id, item\_Id, quantity)

Items(Id, name, description)

Weapons(Id, properties, damage die, damage type)

Armor(Id, type, bonus, resistance)

Parties(id, name)

Encounters(party\_id, monster\_Id, monster\_deaths)

Monsters(Id, name, hit\_points, exp\_points)

Transactions.customer\_Id references Customer\_account.Id

Spells\_Known.character\_id references Characters.id

Spells\_Known.spell\_Id references Spells.Id

Inventory.character\_id references Characters.id

Inventory.item\_Id references Items.Id

Weapons.Id references Items.Id

Armor.Id references Items.Id

Characters.party\_Id references Parties.Id

Characters.customer\_Id references Customer\_account.Id

Encounters.party\_id references Parties.id

Encounters.monster\_Id references Monsters.Id