**Data Dictionary talking points** for Drew for Proposal Presentation Nov. 7:

The Darkside Moonbase was originally founded with 500 volunteer colonists

with a varied background of skills and experience, but no children.

The database was originally tasked with tracking resource production for

shipment back Home -- lithium-bearing ore and other rare 'Earth' metals as

well as necessary resources to keep the base functioning like oxygen, liquid

water and hydrogren gas for fuel, mined from a vast underground deposit

of frozen ice. Inventory, production management and shipping logistics

were the priority for the database system, as well as tracking the whereabouts

and productivity of the residents themselves.

After the Infection event, while all of the original tasks for the database

system remained (although at a reduced volume and efficacy) our team was

also tasked with more closely tracking the health and wellbeing of those

uninfected residents as well as what information we had concerning those

residents who had 'turned'. While commodity transactions continue for

the time being bringing much needed supplies to the Darkside base, we have

been effectively quarantined from the rest of humanity until we can

understand the cause of this infection and help facilitate an effective

treatment, or possibly even a cure.

So, our Database Management efforts are two-fold: we must still track

and manage both incoming supplies and outgoing resources, handle the

various transactions with the outside world to maintain our survival but

we must also pay closer attention to keeping data on ourselves and the Infected.

And there may be a clock counting down because we cannot be certain we'll

keep receiving supplies indefinitely . . .

A brief overview of our Data Dictionary follows:

Our Residents table tracks basic demographic and location data for every

known person in the base (the original 500 colonists) including those that

are known to have become Infected. There are many NULL fields in the

table for Infected former Residents.

Our Inventory table is flexible enough to track a wide variety of resources

and supplies, including power, water, food, parts, weapons and ammunition,

medicines and commodity resources which are traded to the Outside.

The Locations table keeps track of every space in the Moonbase where

people are quartered, supplies are kept, power and resources are stored

and other important areas exist. Unfortunately we also need to maintain

current knowledge about whether or not specific locations are safe from

Infected. We maintain a Security Ranking scale from lowest to highest

risk of Infected. The system isn't perfect and our updates need to remain

a priority.

We keep track of incoming supplied and resources in the OrderedInventory

table including the anticipated arrival date. So far we have yet to miss

a shipment, but we know that day may soon arrive . . .

All of our Residents are highly trained in one or more useful Skills and

we maintain a table just to track that data. Our Miners, Growers, Scientists

and few remaining Military units are all critical to our continued success.

We pay particular attention to those skill sets that are 'running low' meaning

that the Infected are making such skills harder to find and utilize. If we lose

last medical Doctor, molecular biologist or repair specialist we may well

be done for.

We maintain a table specifically dedicated to tracking known data concerning

the Infected themselves, including last known location, strength in numbers

and so forth. But this information is always insufficient and not as reliable

as we'd like.

We are also tasked with keeping track of the health status of all

'normal' residents. Any who exhibit symptoms of illness, even if it is

not related to the Infection, are monitored as closely as possible.

Lastly, the four of us -- the last remaining group of Technicians -- are kept

well apart from the rest of the base, quarantined inside of the larger

quarantine zone. Without us and our functioning computer center supplies

would no longer arrive, resources would no longer go out, information would

cease to flow and the Infected would have already won.