My class project is to create a database to manage information used by the game World of Warcraft. Although the actual database is most likely very large in scale, I will only be using some of the more basic tables that would be in their database. I expect to create a master list of all Battle.net account which, in turn, can house many World of Wacraft account. The Battle.net accounts would consist of information such as, addresses, phone numbers, emails, credit card information, first names, last names, as well as an ID number to associate the account elsewhere. The Battle.net account is able to contain several sub accounts based on the game the customer plays. World of Warcraft account would keep information pertaining to the access level of the game they play as well as the realm they play most often. Characters will also belong to these accounts. The list goes on too long for me to type it up but I’m pretty sure you see where this is going.