

# Super Smash Brothers

A Database Design Proposal  
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## **Executive Summary**

This document shows the design and implementation of the game, Super Smash Brothers. This is a way to see all the different relationships throughout the game. The document will give an ER diagram along with create statements for all the different tables. It will also show an implementation of views and store procedures. There will also be implementations of different reports.

The purpose of this database is to show the different relationships between all the aspects of the game. This could be useful for generating reports and statistics about the game. The main goal of this document is to design and implement a third normal form database (or even better codd normal form).