

Entity Name	Attributes	Description	Domain	Aliases	Composite	Derived	Nulls	Key?	Default Value
Account	Credentials	The details making up the players account	String	Account Details	Email, Password	No	No	No	-
	Email	Unique account owner email, can include multiple emails for account recovery	String	Username	No	No	No	CK / PK	-
	Password	Minimum 8 characters made up of uppercase and lowercase letters and at least one number	String	-	No	No	No	No	-
Administrator	Administrator ID	Unique ID of the administrator	Integer	-	No	No	No	PK	-
	Permissions	What the administrator can do, dependent on permission level	Boolean	Control	No	Calculated from approval process	No	No	-
	Approval	Player submission request to be an approved administrator	String	Administrator Request	No	No	Yes	No	-
Player	Player ID	Unique ID of the Player	Integer	-	No	No	No	PK	-

Entity Name	Attributes	Description	Domain	Aliases	Composite	Derived	Nulls	Key?	Default Value
Character	Name	The chosen name for the character	String		No	No	No	CK / PK	-
	State	The date and time the character left the game	Date/Time	Gameplay Log	No	No	No	No	-
	Points	Number of points a character has collected	Number	-	No	Calculated from the assets collected	Yes	No	-
Skill	Name	Name of the skill	String	Attribute	No	No	No	CK / PK	-
	Description	A brief description of each skill	String	-	No	No	No	No	-
Map Owner	Permissions	What the Map Owner can do, one standard permission level	String	-	No	No	No	No	-
Map	Game ID	Unique ID of game, maps can have multiple games being played	Integer	Game play	No	No	No	CK / PK	-
	Game Name	Name as given by the map owner that created the game play	String	-	No	No	No	No	-
Tile	Tile ID	Unique ID of the Tile	Integer	Location	No	No	No	PK	-

Entity Name	Attributes	Description	Domain	Aliases	Composite	Derived	Nulls	Key?	Default Value
Asset	Name	The assets the character has added to their inventory	String	-	No	No	No	CK	-
	Description	The unique properties of the asset that can be used by the character	String	-	No	No	No	No	-
	Quantity	Number of each asset with the game	Number	-	No	No	No	No	-
	Points	Number of points associated with an asset, can be a negative value	Number	-	No	No	Yes	No	-
Has	Created Date	Date Character was created by Player	Time/date	-	Time, Date	No	No	No	-