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	-
Character	Name	The chosen name for the character	String		No	No	No	CK / PK	-

Entity Name	Attributes	Description	Domain	Aliases	Composite	Derived	Nulls	Key?	Default Value
	State	The date and time the character left the game	Date/Time	Gameplay Log	No	No	No	No	-
	Location	Current tile the character is on	Int	Tile ID	No	No	No	No	-
	Asset Name	The assets the character has added to their inventory	String	Item	No	No	Yes	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	-	No	No	No	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	Game ID	ID of game, maps can have multiple games being played	Integer	Game play	No	No	No	CK	-
	Player ID	Unique ID of the Player	Integer	-	No	No	No	CK	-
Map	Map ID	Unique ID of map design	Integer	-	No	No	No	CK / PK	-

Entity Name	Attributes	Description	Domain	Aliases	Composite	Derived	Nulls	Key?	Default Value
	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	-
	Asset Name	The assets the character has added to their inventory	String	Item	No	No	No	No	-
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 a 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	-