Pluvali Game Database ER Diagram

Members:
Alex Davis
Steve Kosovich
Tim Leikam
Greg Martini

Assumptions: USER is an admin, a PLAYER is registered using Django auth. System, and will get derived
attributes UserName, UserID, and password.
Each PLAYER can have as many PURCHASES as he/she would like.
PURCHASES requires a PLAYER
An Admin (USER) can edit any SCENARIO, but only one at a time.
A PLAYER can play available SCENARIOS, but only one at a time (some SCENARIOS are
PLAYER specific).
Media in SCENARIOS contains videos or pictures.
Purchases may include UI overlays that don't effect game play.
USER AvatarPics can be uploaded to database.
Every PLAYER gets a default_view PURCHASE from the STORE.

USER — UserID, UserName, Password

EDITS (1,1) 1 — (1,n) N — SCENARIO — SceneID, Media, Description, ProblemFKey, SolutionFKey

REGISTERS 1 (0,1)

PLAYER — Points, fav_BG, fav_Font, Email, AvatarPic (0,1) (0,1)

PLAYS 1 — N (0,n) N — SCENARIO

CREATES N (1,n) M — PROBLEMS — Problem N (1,m)

SOLUTIONS — Solution

SOLVES M (1,m) (1,n)

BUYS FROM 1 (0,1) 1

LOADS 1 (1,n) N (1,n)

Purchases — playerID, itemFKey

REFERENCES N (1,n) M (1,m)

STORE — itemKey, itemName, category, itemDescription