

# Design Project

By: Alfred Acosta

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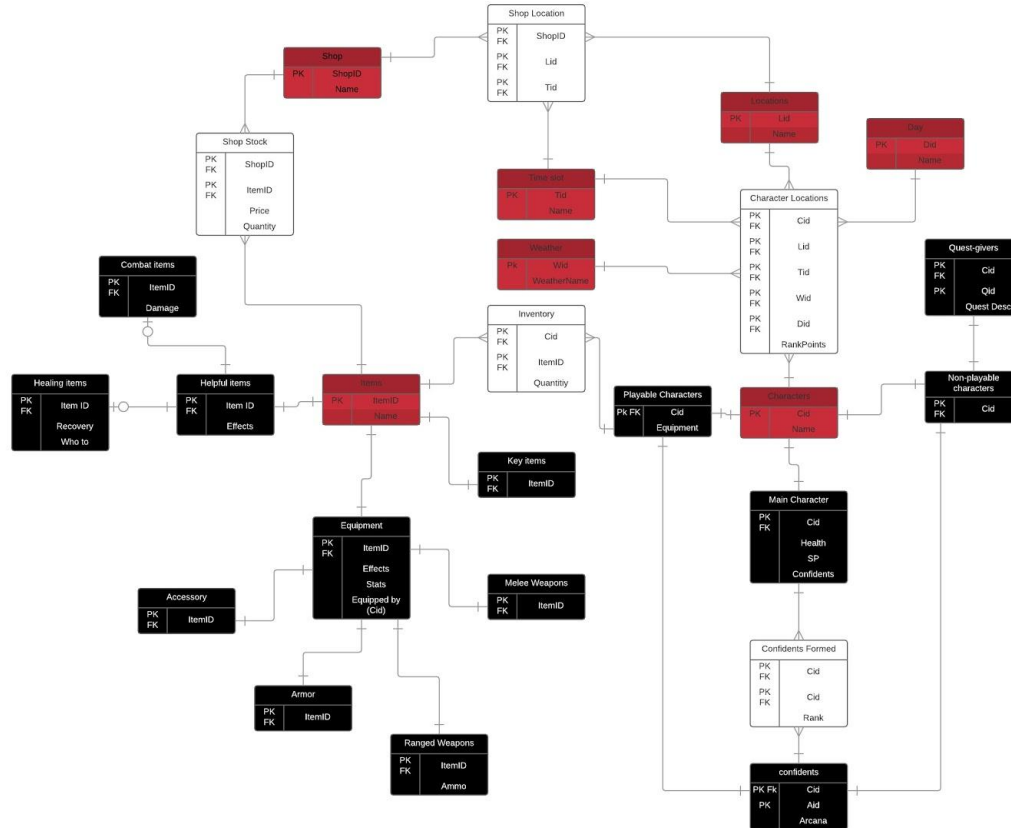
# Executive Summary

The background of the slide features a stylized, semi-transparent image of a character with long, dark, wavy hair and a white visor covering their eyes. The character is wearing a dark jacket with a white collar. At the bottom of the slide, the text "TAKE YOUR TIME" is written in a bold, white, blocky font with a slight shadow effect.

Video games are becoming bigger and better as more time passes. Some of these game may have so much love and dedication put into them that the sheer amount of information overcomes the player and may throw them out of it. This holds true for Atlus' new long awaited game , Persona 5, which has been in the making for over 3 years. The purpose of this database design project is to give new players who are trying the series for the first time and veteran players so they can have some sort of guide since this game strictly involves time management a much easier time playing the game.

The pages that follow include the creation statements for the main, sub, and second entity tables along with some test data from the game itself included in it. Then it is followed by queries that is tested through the use of joins, views, stored procedures, and triggers so it can be proved useful to the many needs the player of the game might desire. Then, it shows the roles and powers of each person who has some sort of control over the database. Finally, we have the implementation notes, known problems, and future enhancements so the database can be improved to a much higher and more beneficial level.

# ER Diagram



# Characters

This table provides a list of all the characters in the game.

```
CREATE Table Characters (  
  Cid varchar(4) Unique Not NULL,  
  Name Text,  
  Primary key (Cid)  
);
```

Dependencies: Cid -> Name



<input type="checkbox"/>	cid characte...	name text
<input type="checkbox"/>	c000	All
<input type="checkbox"/>	c001	Alan
<input type="checkbox"/>	c002	Ryuji
<input type="checkbox"/>	c003	Ann
<input type="checkbox"/>	c004	Morgana
<input type="checkbox"/>	c005	Yusuke
<input type="checkbox"/>	c006	Makoto
<input type="checkbox"/>	c007	Haru
<input type="checkbox"/>	c008	Akechi
<input type="checkbox"/>	c009	Futaba
<input type="checkbox"/>	c010	Mishama
<input type="checkbox"/>	c011	Kawakami
<input type="checkbox"/>	c012	Sojiro
<input type="checkbox"/>	c013	Sae
<input type="checkbox"/>	c014	Hifumi

# Items

This table provides a list of all the items that are available to you in the game.

```
Create Table Items (  
    ItemID varchar(4) Unique Not NULL,  
    ItemName Text,  
    Primary key (ItemID)  
);
```

Functional Dependencies: ItemID -> ItemName



<input type="checkbox"/>	itemid characte...	itemname text
<input type="checkbox"/>	I001	Movie Ti...
<input type="checkbox"/>	I002	Adhesive...
<input type="checkbox"/>	I003	Protein
<input type="checkbox"/>	I004	Takemedic
<input type="checkbox"/>	I005	Takemed...
<input type="checkbox"/>	I006	Stun Gun
<input type="checkbox"/>	I007	Air Cann...
<input type="checkbox"/>	I008	Machete
<input type="checkbox"/>	I009	Spike Rod
<input type="checkbox"/>	I010	Heavy S...
<input type="checkbox"/>	I011	Mirage ...
<input type="checkbox"/>	I012	Imperial ...
<input type="checkbox"/>	I013	Iron Fist
<input type="checkbox"/>	I014	Crescent ...
<input type="checkbox"/>	I015	Quasar ...
<input type="checkbox"/>	I016	Eliminator
<input type="checkbox"/>	I017	Heavy s...



# Shop

This table shows a list of all the shops you can visit in the game.

```
Create Table Shop(  
  Sid varchar(4) Unique Not NULL,  
  ShopName Text,  
  Primary key (Sid)  
);
```

Functional Dependencie: Sid -> ShopName



sid	shopname
S001	Second-...
S002	Superma...
S003	Scarlet
S004	Bookstore
S005	Airsoft s...
S006	Big Bang...
S007	Diner
S008	Beef Bo...
S009	Conveni...
S010	Theater
S011	Flower S...
S012	Lottery S...
S013	Drug Sto...
S014	Rocinante
S015	Drink St...
S016	Station K...
S017	Accessor...
S018	Cosmeti...

# Locations

This table provides a list of all the locations you can visit in the game

```
Create Table Locations (  
  Lid varchar(4) Unique Not NULL,  
  LocationName Text,  
  Primary key (Lid)  
);
```

Functional Dependencies: Lid -> LocationName



<input type="checkbox"/>	lid characte...	locationn... text
<input type="checkbox"/>	L000	Yougen-J...
<input type="checkbox"/>	L001	Yougen-J...
<input type="checkbox"/>	L002	Yougen-J...
<input type="checkbox"/>	L003	Yougen-J...
<input type="checkbox"/>	L004	Yougen-J...
<input type="checkbox"/>	L005	Yougen-J...
<input type="checkbox"/>	L007	Shibuya:...
<input type="checkbox"/>	L008	Shibuya:...
<input type="checkbox"/>	L009	Shibuya:...
<input type="checkbox"/>	L010	Shibuya:...
<input type="checkbox"/>	L011	Shibuya:...
<input type="checkbox"/>	L012	Shibuya:...
<input type="checkbox"/>	L013	Aoyama-...
<input type="checkbox"/>	L014	Aoyama-...
<input type="checkbox"/>	L015	Aoyama-...
<input type="checkbox"/>	L016	Aoyama-...
<input type="checkbox"/>	L017	Aoyama-...
<input type="checkbox"/>	L018	Aoyama-...
<input type="checkbox"/>	L019	Aoyama-...



# Time

This table provides a list of all the time slots you have access to in the game.

```
Create Table Time (  
    Tid varchar(4) Unique Not NULL,  
    TimeName Text,  
    Primary key (Tid)  
);
```

Functional Dependencies: Tid-> TimeName



	tid characte...	timename text
<input type="checkbox"/>	T000	Anytime
<input type="checkbox"/>	T001	Daytime
<input type="checkbox"/>	T002	Morning
<input type="checkbox"/>	T003	Lunchtime
<input type="checkbox"/>	T004	Afternoon
<input type="checkbox"/>	T005	Aftersch...
<input type="checkbox"/>	T006	Evening
<input type="checkbox"/>	T007	Summer...

# Day

This table provides a list of the Days you have access to in a week.

```
Create Table Day (  
    Did varchar(4) Unique Not NULL,  
    DayName Text,  
    Primary key (Did)  
);
```

Functional DependenciesL Did -> DayName



<input type="checkbox"/>	did characte...	dayname text
<input type="checkbox"/>	D000	Anyday
<input type="checkbox"/>	D001	Monday
<input type="checkbox"/>	D002	Tuesday
<input type="checkbox"/>	D003	Wednesd...
<input type="checkbox"/>	D004	Thursday
<input type="checkbox"/>	D005	Friday
<input type="checkbox"/>	D006	Saturday
<input type="checkbox"/>	D007	Sunday

# Weather

This table provides a list of all the possible weather situations a day can have.

```
Create Table Weather (  
    Wid varchar(4) Unique Not NULL,  
    WeatherName Text,  
    Primary key (Wid)  
);
```

Functional Dependencies: Wid -> WeatherName



<input type="checkbox"/>	wid characte...	weather... text
<input type="checkbox"/>	W000	Any
<input type="checkbox"/>	W001	Sunny
<input type="checkbox"/>	W002	Rain
<input type="checkbox"/>	W003	Heat Wave
<input type="checkbox"/>	W004	Torrentia...
<input type="checkbox"/>	W005	Pollen
<input type="checkbox"/>	W006	Snow

# Playable Characters

This table lists all the possible allies you will have on your journey to rehabilitation.

Create Table Playable (  
    Cid varchar(4) Unique Not NULL references Characters(Cid),  
    HP integer,  
    SP integer,  
Primary key (Cid)  
);

Functional Dependencies: Cid -> HP, SP



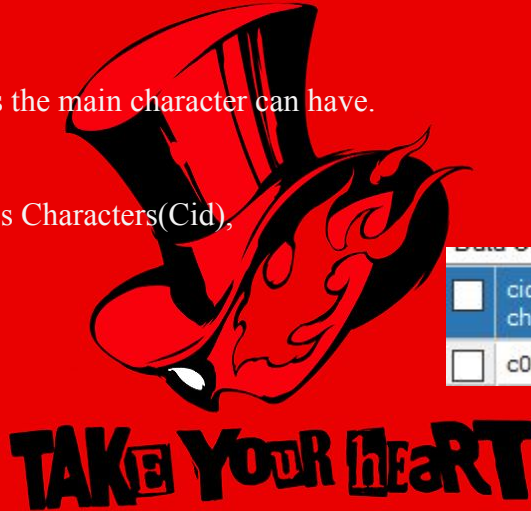
<input type="checkbox"/>	cid characte...	hp integer	sp integer
<input type="checkbox"/>	c002	450	100
<input type="checkbox"/>	c003	200	250
<input type="checkbox"/>	c004	200	150
<input type="checkbox"/>	c005	450	150
<input type="checkbox"/>	c006	400	200
<input type="checkbox"/>	c007	50	500
<input type="checkbox"/>	c008	300	250
<input type="checkbox"/>	c009	300	300

# MainCharacter

This table provides a detailed list of all the stats the main character can have.

```
Create Table MainCharacter (  
  Cid varchar(4) Unique Not NULL references Characters(Cid),  
  Health int,  
  SP int,  
  Money int,  
  Primary key (Cid)  
);
```

Functional Dependencies: Cid -> Health, Money



	cid	health	sp	money
	character...	integer	integer	integer
<input type="checkbox"/>	c001	300	200	50000

# Non Playable Characters

This table lists the minor NPCs that you may interact with on your journey.

```
Create Table NonPlayable (  
  Cid varchar(4) Unique Not NULL references Characters(Cid),  
  Primary key (Cid)  
);
```



<input type="checkbox"/>	cid characte...
<input type="checkbox"/>	c010
<input type="checkbox"/>	c011
<input type="checkbox"/>	c012
<input type="checkbox"/>	c013
<input type="checkbox"/>	c014



# Quest Givers

This table lists all the requests from others who need your help

```
Create Table QuestGivers (  
  Cid varchar(4) Not NULL references NonPlayable(Cid),  
  Qid varchar(4) Not NULL,  
  Primary key (Cid, Qid)  
);
```

Functional Dependencies: Cid -> Qid



<input type="checkbox"/>	cid characte...	qid characte...
<input type="checkbox"/>	c010	q001
<input type="checkbox"/>	c010	q002
<input type="checkbox"/>	c011	q003
<input type="checkbox"/>	c014	q004

# Confidents



**TAKE YOUR HEART**

This table lists all the bonds you may make that will help you on your journey.

Create Table Confidents (  
    Cid varchar(4) Unique Not NULL references Characters(Cid),  
    Aid varchar(4) Unique Not NULL,  
    Arcana text,  
Primary key (Cid)  
);

Functional Dependencies Cid -> Aid, Aid -> Arcana

<input type="checkbox"/>	cid characte...	aid characte...	arcana text
<input type="checkbox"/>	c002	a007	Chariot
<input type="checkbox"/>	c003	a006	Lovers
<input type="checkbox"/>	c004	a001	Magician
<input type="checkbox"/>	c005	a004	Emperor
<input type="checkbox"/>	c006	a002	Priestess
<input type="checkbox"/>	c007	a003	Empress
<input type="checkbox"/>	c008	a008	Justice
<input type="checkbox"/>	c009	a009	Hermit
<input type="checkbox"/>	c010	a018	Moon
<input type="checkbox"/>	c011	a014	Tempera...
<input type="checkbox"/>	c012	a005	Heirophant
<input type="checkbox"/>	c014	a017	Star

# Key Items

This table provides a list of all the key items you can attain in the game.

```
Create Table KeyItems (  
    ItemID varchar(4) Unique Not NULL references Items(Itemid),  
    Primary key (Itemid)  
);
```



<input type="checkbox"/>	itemid	character...
<input type="checkbox"/>	I001	

# Equipment

This table provides a list of all the equipment you can get for you and your partners.

Create Table Equipment (

ItemID varchar(4) Unique Not NULL references Items(Itemid),

Effects text,

Stats integer,

EquippedBy varchar(4) references Characters(Cid),

Primary key (Itemid, EquippedBy)

);

Functional Dependencies: ItemID  $\rightarrow$  Effects, Stats, EquippedBy

<input type="checkbox"/>	itemid characte...	effects text	stats integer	equippe... characte...
<input type="checkbox"/>	I008	Instant K...	204	c001
<input type="checkbox"/>	I009		132	c002
<input type="checkbox"/>	I010		200	c003
<input type="checkbox"/>	I011	Despair ...	204	c004
<input type="checkbox"/>	I012	Crit Cha...	204	c005
<input type="checkbox"/>	I013	Burn (s...	204	c006
<input type="checkbox"/>	I014	Reflect P...	204	c007
<input type="checkbox"/>	I015		204	c008
<input type="checkbox"/>	I016	Crit Cha...	156	c001
<input type="checkbox"/>	I017	Dizzy (s...	116	c002
<input type="checkbox"/>	I018		110	c003
<input type="checkbox"/>	I019		178	c004
<input type="checkbox"/>	I020	Burn (Lo...	178	c005
<input type="checkbox"/>	I021	Despair ...	134	c006
<input type="checkbox"/>	I022	Freeze (...)	170	c007
<input type="checkbox"/>	I023	Confuse ...	234	c008
<input type="checkbox"/>	I024	Str +3	192	c001
<input type="checkbox"/>	I025	Resist Di...	180	c004
<input type="checkbox"/>	I026	SP +30	174	c003
<input type="checkbox"/>	I027		167	c005
<input type="checkbox"/>	I028	Resist Fir...	156	c006
<input type="checkbox"/>	I029	Resist C...	180	c008
<input type="checkbox"/>	I030	Reduce ...	0	c000
<input type="checkbox"/>	I031	Reduce ...	0	c000
<input type="checkbox"/>	I032	Evade N...	0	c000



MILITARY SHOP  
UNTOUCHABLE  
MUNEHISA  
IWA

# Ranged Weapons

This table provides a list of all the guns you and your underage friends can get from some sketchy guy in a back alley

Create Table RangedWeapons (  
ItemID varchar(4) Not NULL references Equipment(itemid),  
Ammo integer,  
Primary key (Itemid)  
);

Functional Dependencies: ItemID -> Ammo

売却する

近接武器  
を買う

遠隔武器  
を買う

防具を買う

アクセサリ  
を買う

itemid	character...	ammo	integer
I016		16	
I017		8	
I018		12	
I019		48	
I020		32	
I021		12	
I022		6	
I023		18	

¥ 7,430



MILITARY SHOP  
UNTOUCHABLE  
MUNEHISA  
IWA

# Melee Weapons

This table provides a list of all the dangerous weapons you and your friends somehow got a hold of from a certain sketchy someone.

Create Table MeleeWeapons (  
ItemID varchar(4) Not NULL references Equipment(Itemid),  
Primary key (Itemid)  
);

売却する

近接武器  
を買う

遠隔武器  
を買う

防具を買う

アクセサリ  
を買う

<input type="checkbox"/>	itemid characte...
<input type="checkbox"/>	I008
<input type="checkbox"/>	I009
<input type="checkbox"/>	I010
<input type="checkbox"/>	I011
<input type="checkbox"/>	I012
<input type="checkbox"/>	I013
<input type="checkbox"/>	I014
<input type="checkbox"/>	I015

は何の用だ？  
¥ 7,430



MILITARY SHOP  
UNTOUCHABLE  
MUNEHISA  
IWA

# Armor

This table provides a list of all the armor from the equipment table that you can wear to save you from near certain death.

Create Table Armor (  
ItemID varchar(4) Not NULL references Equipment(Itemid),  
Primary key (Itemid)  
);

売却する

近接武器  
を買う

遠隔武器  
を買う

防具を買う

アクセサリ  
を買う

<input type="checkbox"/>	itemid
<input type="checkbox"/>	I024
<input type="checkbox"/>	I025
<input type="checkbox"/>	I026
<input type="checkbox"/>	I027
<input type="checkbox"/>	I028
<input type="checkbox"/>	I029

今日は何の用だ？  
¥ 7,430



MILITARY SHOP  
UNTOUCHABLE  
MUNEHISA  
IWA

# Accessory

This table lists all the accessories that your characters can equip to look pretty.

売却する

近接武器  
を買う

遠隔武器  
を買う

防具を買う

アクセサリ  
を買う

<input type="checkbox"/>	itemid character...
<input type="checkbox"/>	I030
<input type="checkbox"/>	I031
<input type="checkbox"/>	I032

ItemID varchar(4) Not NULL references Equipment(Itemid)  
Primary key (Itemid)  
);

今日は何の用だ？

¥ 7,430

# Helpful Items

アイテムを買う  
注射をする

This table lists all the helpful items that will prove to be useful to you throughout the game.

Create Table HelpfulItems (  
ItemID varchar(4) Not NULL references Items(Itemid),  
Effects text,  
Primary key (Itemid)  
);

Functional dependencies: ItemID  $\rightarrow$  Effects

<input type="checkbox"/>	itemid characte...	effects text
<input type="checkbox"/>	I002	Heal
<input type="checkbox"/>	I003	Heal
<input type="checkbox"/>	I004	Heal
<input type="checkbox"/>	I005	Heal
<input type="checkbox"/>	I006	Damage
<input type="checkbox"/>	I007	Damage



# Combat Items

This table lists the items that can be used to attack or debuff enemies.

```
Create Table CombatItems (  
    ItemID varchar(4) Not NULL references HelpfulItems(Itemid),  
    Damage integer,  
    Primary key (Itemid)  
);
```

Functional dependencies: ItemID  $\rightarrow$  Damage

<input type="checkbox"/>	itemid characte...	damage integer
<input type="checkbox"/>	I006	50
<input type="checkbox"/>	I007	100

# Healing Items

This table lists the items that can heal and buff your party when traversing the palaces.

<input type="checkbox"/>	itemid character...	recover integer	who text
<input type="checkbox"/>	I002	20	one HP
<input type="checkbox"/>	I003	30	one HP
<input type="checkbox"/>	I004	100	one HP
<input type="checkbox"/>	I005	100	all HP

```
Create Table HealingItems (  
  ItemID varchar(4) Not NULL references HelpfulItems(Itemid),  
  Recover integer,  
  Who text,  
  Primary key (Itemid)  
);
```

Functional dependencies: ItemID  $\rightarrow$  Recover, Who

武見内科医院  
TAKEMI MEDICAL CLINIC

年中無休



TAKEMI  
TAE

00-5151-3742

診療科目・総合内科

アイテムを  
注射を

9,386円

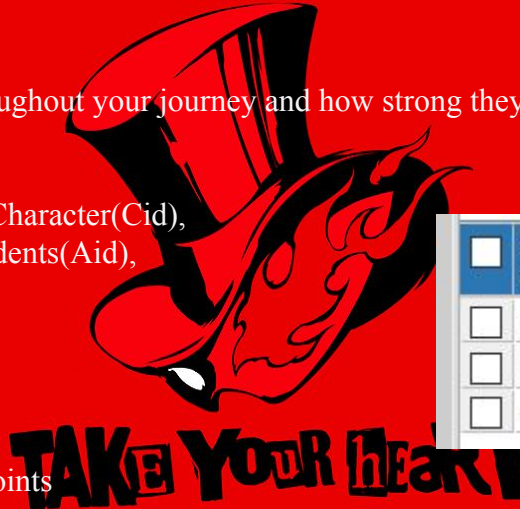
...ご用は...?

# Bonds

This table lists the bonds you have formed throughout your journey and how strong they are.

Create Table Bonds (  
    Cid varchar(4) Not NULL references MainCharacter(Cid),  
    Aid varchar(4) Not NULL references Confidants(Aid),  
    Rank int,  
    Points int,  
Primary key (Cid, Aid)  
);

Functional Dependencies: Cid, Aid -> Rank, Points



<input type="checkbox"/>	cid characte...	aid characte...	rank integer	points integer
<input type="checkbox"/>	c001	a007	3	5
<input type="checkbox"/>	c001	a006	2	3
<input type="checkbox"/>	c001	a009	4	6

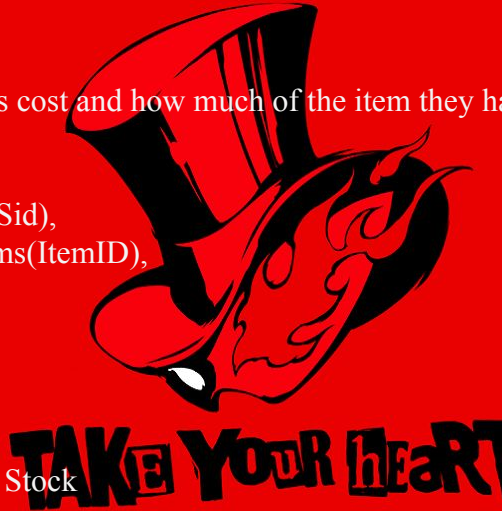


# Stock

This table lists how much the items in the stores cost and how much of the item they have in stock.

Create Table ShopStock (  
    Sid varchar(4) Not NULL references Shop(Sid),  
    ItemID varchar(4) Not NULL references Items(ItemID),  
    Price integer,  
    Stock Integer CHECK (Stock <100),  
Primary key (Sid, ItemID)  
);

Functional Dependencies: Sid, ItemId -> Price, Stock



<input type="checkbox"/>	sid characte...	itemid characte...	price integer	stock integer
<input type="checkbox"/>	S001	I002	120	99
<input type="checkbox"/>	S010	I001	1500	1
<input type="checkbox"/>	S005	I008	30400	3
<input type="checkbox"/>	S005	I018	9600	5
<input type="checkbox"/>	S005	I025	32499	99
<input type="checkbox"/>	S019	I030	50000	1

# Shop Locations

This table lists the location of all the shops you can buy stuff from.

```
Create Table ShopLocation (  
  Sid  varchar(4) Not NULL references Shop(Sid),  
  Lid  varchar(4) Not NULL references Locations(Lid),  
  Tid  varchar(4) Not NULL references Time(Tid),  
  Primary key (Sid, Lid, Tid)  
);
```

Functional dependencies: Sid -> Lid, Tid



<input type="checkbox"/>	sid characte...	lid characte...	tid characte...
<input type="checkbox"/>	S001	L000	T000
<input type="checkbox"/>	S021	L010	T000
<input type="checkbox"/>	S022	L010	T005
<input type="checkbox"/>	S026	L022	T004
<input type="checkbox"/>	S028	L020	T006

# Inventory

This table lists all the items you and your party are currently holding

Create Table Inventory (

Cid varchar(4) Not NULL references Characters(Cid),

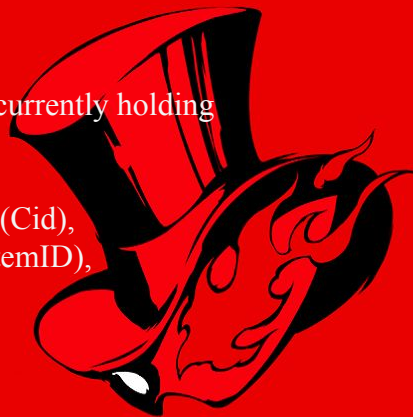
ItemID varchar(4) Not NULL references Items(ItemID),

Quantity Integer DEFAULT '0',

Primary key (Cid, ItemID)

);

Functional Dependencies: Cid, ItemID -> Quantity



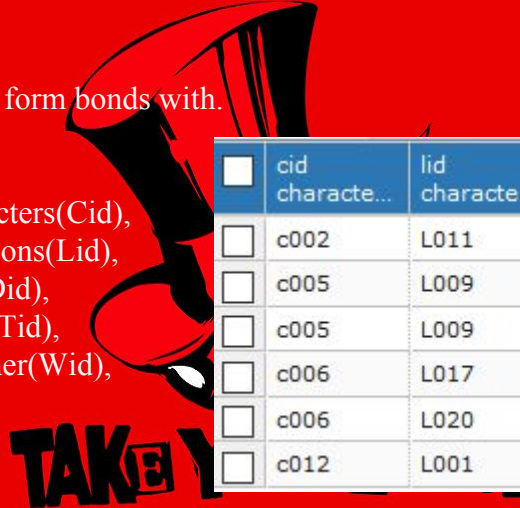
**TAKE YOUR HEART**

<input type="checkbox"/>	cid characte...	itemid characte...	quantity integer
<input type="checkbox"/>	c001	I008	1
<input type="checkbox"/>	c004	I004	3
<input type="checkbox"/>	c003	I018	1

# Confident Location

This table lists the location of all those you can form bonds with.

Create Table ConfidentLocation (  
 Cid varchar(4) Not NULL references Characters(Cid),  
 Lid varchar(4) Not NULL references Locations(Lid),  
 Did varchar(4) Not NULL references Day(Did),  
 Tid varchar(4) Not NULL references Time(Tid),  
 Wid varchar(4) Not NULL references Weather(Wid),  
 RankPoints integer,  
 Primary key (Cid, Lid, Did, Tid, Wid, RankPoints)  
);



<input type="checkbox"/>	cid characte...	lid characte...	did characte...	tid characte...	wid characte...	rankpoints integer
<input type="checkbox"/>	c002	L011	D006	T005	W001	3
<input type="checkbox"/>	c005	L009	D005	T004	W001	1
<input type="checkbox"/>	c005	L009	D006	T005	W002	1
<input type="checkbox"/>	c006	L017	D003	T005	W002	2
<input type="checkbox"/>	c006	L020	D006	T005	W001	3
<input type="checkbox"/>	c012	L001	D000	T006	W000	3

Functional Dependencies: Cid -> Lid, Did, Tid, Wid, Rank Points

# REPORTS



This query shows how many side quests each character has that you can accept.

```
Select name, Count(Qid)
From Characters c,
Nonplayable n,
Questgivers q
Where c.cid = n.cid
AND n.cid = q.cid
GROUP BY c.name;
```

<input type="checkbox"/>	name text	count bigint
<input type="checkbox"/>	Hifumi	1
<input type="checkbox"/>	Mishama	2
<input type="checkbox"/>	Kawakami	1

# REPORTS

This query shows how much it costs to buy **all the equipment** for you or your teammates.

```
Select name, Sum(Price)
From Characters c,
Items i,
Equipment e,
ShopStock s
Where c.cid = e.Equippedby
AND e.ItemID = s.ItemID
GROUP BY c.cid, c.name
ORDER BY c.cid;
```

<input type="checkbox"/>	name text	sum bigint
<input type="checkbox"/>	All	1600000
<input type="checkbox"/>	Alan	972800
<input type="checkbox"/>	Ann	307200
<input type="checkbox"/>	Morgana	1039968



# Views

This view shows all the equippable items a character can equip and their stats.

Drop View if exists Equipped;

Create View Equipped AS

Select c.name, i.Itemname, e.stats

From Characters c, items i, equipment e

Where e.EquippedBy = c.cid

AND i.ItemID = e.ItemID;

<input type="checkbox"/>	name text	itemname text	stats integer
<input type="checkbox"/>	Alan	Machete	204
<input type="checkbox"/>	Ryuji	Spike Rod	132
<input type="checkbox"/>	Ann	Heavy S...	200
<input type="checkbox"/>	Morgana	Mirage ...	204
<input type="checkbox"/>	Yusuke	Imperial ...	204
<input type="checkbox"/>	Makoto	Iron Fist	204
<input type="checkbox"/>	Haru	Cresent ...	204
<input type="checkbox"/>	Akechi	Quasar ...	204
<input type="checkbox"/>	Alan	Eliminator	156
<input type="checkbox"/>	Ryuji	Heavy s...	116
<input type="checkbox"/>	Ann	MP2 Prot...	110
<input type="checkbox"/>	Morgana	Northern...	178
<input type="checkbox"/>	Yusuke	Rebel Rifle	178
<input type="checkbox"/>	Makoto	Peacema...	134
<input type="checkbox"/>	Haru	Scorcher	170
<input type="checkbox"/>	Akechi	Moebius	234
<input type="checkbox"/>	Alan	Brave W...	192
<input type="checkbox"/>	Morgana	Morose ...	180

誰がスキルを使用する？

LEADER

37 アキラ 来栖  
HP 344 SP 128

37 坂本 竜司  
HP 358 SP 148

37 モルガナ  
HP 290 SP 176

PARTY

37 高巻 杏  
HP 309 SP 132

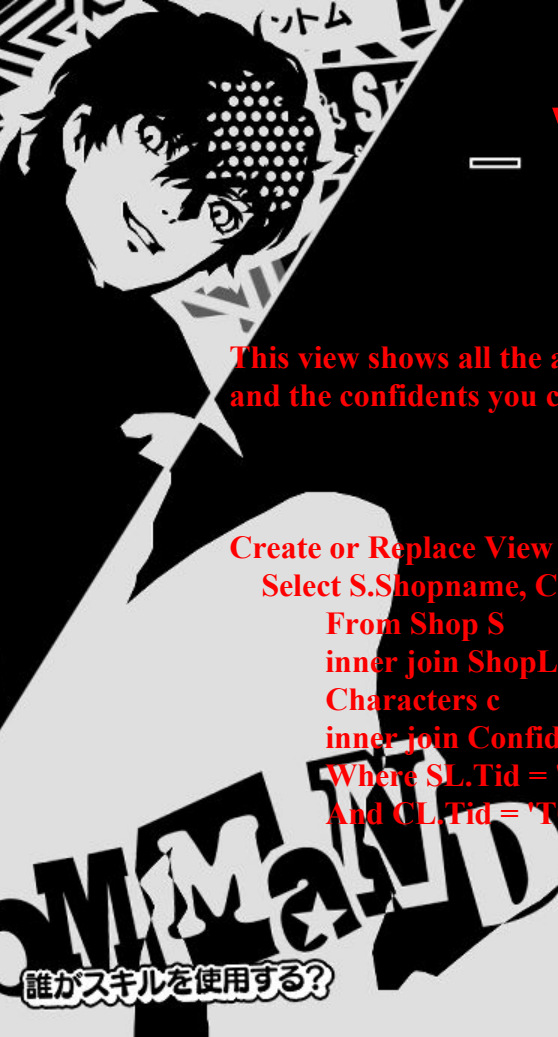
37 喜多川 祐介  
HP 327 SP 145

PARTY

37 新島 真  
HP 336 SP 142

PARTY

PLV 36 奥村 春  
HP 316 SP 110



# Views

This view shows all the activities, such as the shops you can visit and the confidants you can bond with, during the afternoon.

Create or Replace View Activities AS

Select S.Shopname, C.name

From Shop S

inner join ShopLocation SL on SL.Sid = S.Sid,

Characters c

inner join ConfidentLocation CL on c.cid = CL.Cid

Where SL.Tid = 'T004'

And CL.Tid = 'T004';

誰がスキルを使用する？

<input type="checkbox"/>	shopname text	name text
<input type="checkbox"/>	Retro Ga...	Yusuke

# Stored Procedures

This stored procedure shows all the available times a confident of your choice has so you can bond with them.

```
CREATE OR REPLACE FUNCTION FindingConfident (Text)
RETURNS TABLE (Name Text, LocationName Text, TimeName Text)
AS $$
DECLARE
    Confident TEXT := $1;
BEGIN
RETURN QUERY
Select C.name, L.LocationName, T.TimeName1
From Characters c inner join ConfidentLocations CL on C.cid = CL.cid,
    Locations L inner join ConfidentLocations where L.Lid = CL.Lid,
    Time T inner join ConfidentLocations where T.Tid = CL.Tid
Where C.name = Confident;
END;
$$ LANGUAGE plpgsql;
```





# Stored Procedures

This stored procedure shows a sorted list of all the helpful Items that have the effect you desire.

```
CREATE OR REPLACE FUNCTION ItemType(Text)
RETURNS TABLE (ItemName Text)
AS $$
DECLARE
    item TEXT := $1;
BEGIN
RETURN QUERY
Select I.ItemName
From Item I inner join HelpfulItems HI on I.Itemid = HI.Itemid
Where I.effects = item;
END;
$$ LANGUAGE SQL;

Select ItemType('Heal');
```



# TRIGGERS

This Trigger makes it so you can heal all of your characters  
Instead of just one

CREATE OR REPLACE FUNCTION HealALL(Heal) RETURNS TRIGGER AS \$\$

DECLARE

Heal int;

Begin

If (Playable.HP < 500)

THEN

UPDATE PLAYABLE

SET HP = HP + Heal;

end IF;

Return HP;

END;

\$\$

LANGUAGE plpgsql;

CREATE TRIGGER HealAll

AFTER UPDATE on Playable

FOR EACH ROW

EXECUTE PROCEDURE HealALL(Heal);

# ROLES

L1 Stats

Tactics R1

LEADER

PARTY

PARTY

PARTY

Rogue • 17 HP 216 SP 110

Ryuji • 17 HP 224 SP 089

Morgana • LV 16 HP 187 SP 109

Ann • 17 HP 196 SP 123

Yusuke • 17 HP 206 SP 093

This database has two roles: The first role  
Belongs to the admin of the game, who  
Can control all the data in the database.

```
CREATE ROLE admin;  
GRANT ALL ON ALL TABLES IN SCHEMA public  
TO admin;
```

The second role, which is the player,  
Has the power to control only certain parts  
of the game, like his main character, other  
characters, etc.

```
CREATE ROLE Alan;  
GRANT SELECT ON ALL TABLES IN  
SCHEMA public TO Alan;
```

```
GRANT INSERT ON Inventory, Bonds,  
MainCharacter, Playable to Alan;  
GRANT UPDATE ON Inventory, Bonds,  
MainCharacter, Playable to Alan;
```



# Implementation Notes

- This does not include how indepth the daily life system goes due to how much it interacts with other tables, such as the battle system.
- While all the data is real and accurate to the game, it does not have all the data due to me playing the game and not wanting to spoil the story by googling information. So the data came from me looking it up through my save file in the game.



# Known Problems

- No way to separate stock from total price from the view table know as “Equipped by”.
- Unknown way to equip one item to many people, such as a dress for all the girl characters except for one, besides creating more insert statements or having a separate CID for all playable characters.
- Did not include the percentages for how successful a status effect from a weapon can affect an enemy.

# Future Enhancements

- Add affinities and status ailments to the weapons so it can go in depth towards the battle system.
- Include a persona table, since it is part of the daily life and dungeon crawling life and is directly affected by the confidants.
- Finish the game so I can add more data.

