



Schema Design

Sound(id [PK], main_name, genre, main_bpm, min_bpm, max_bpm, main_audio_source)
TranslatedSoundName(sound_id [PK, FK → Sound], language [PK], translated_name)

Contributor(id [PK], name)
ContributorAlias(contributor_id [PK, FK → Contributor], alias [PK])

MadeBy(sound_id [PK, FK → Sound], contributor_id [PK, FK → Contributor], role)

Charter(id [PK], name)
CharterAlias(charter_id [PK, FK → Charter], alias [PK])

Game(id [PK], name, release_date, developer)

Level(id [PK], game_id [FK → Game], sound_id [FK → Sound], charter_id [FK → Charter],
difficulty_name, difficulty_value, length, release_date, chart)

Album(id [PK], name, release_date)
AlbumSound(album_id [PK, FK → Album], sound_id [PK, FK → Sound])