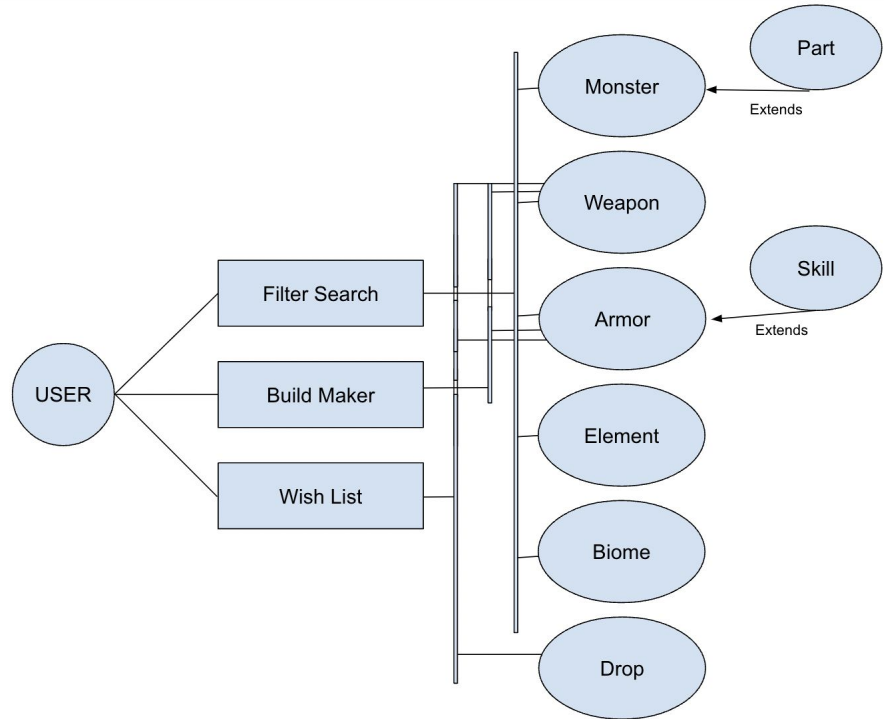


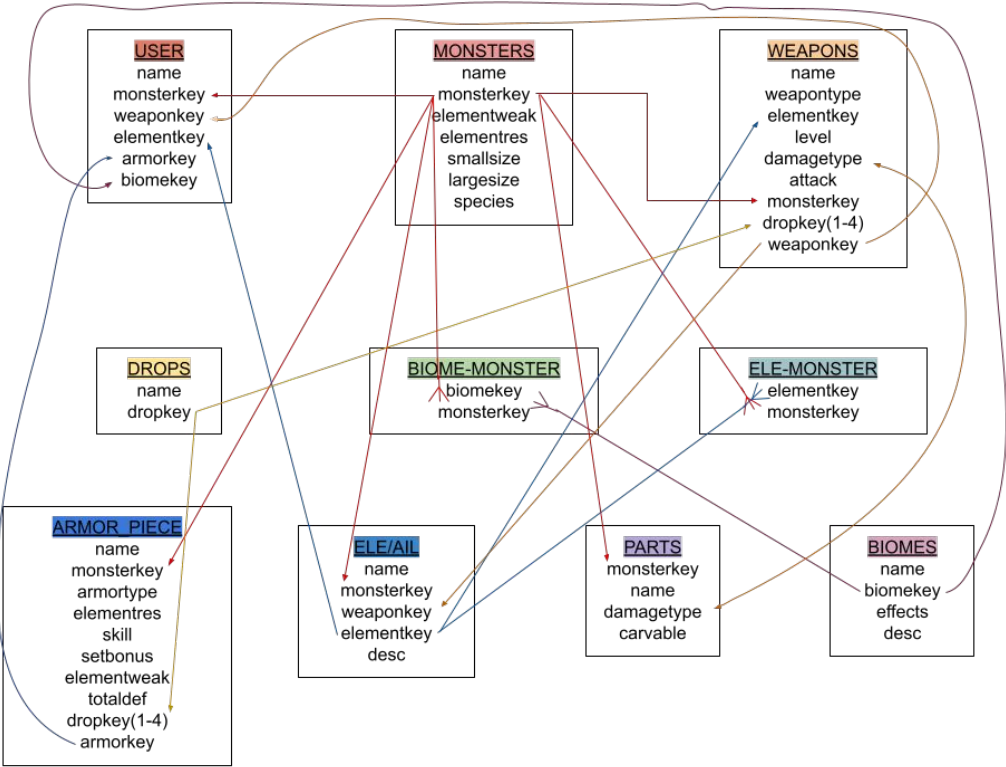
Phase 1

Monster Hunter Monster Guide
By Hans Guillen, Jason Yuen

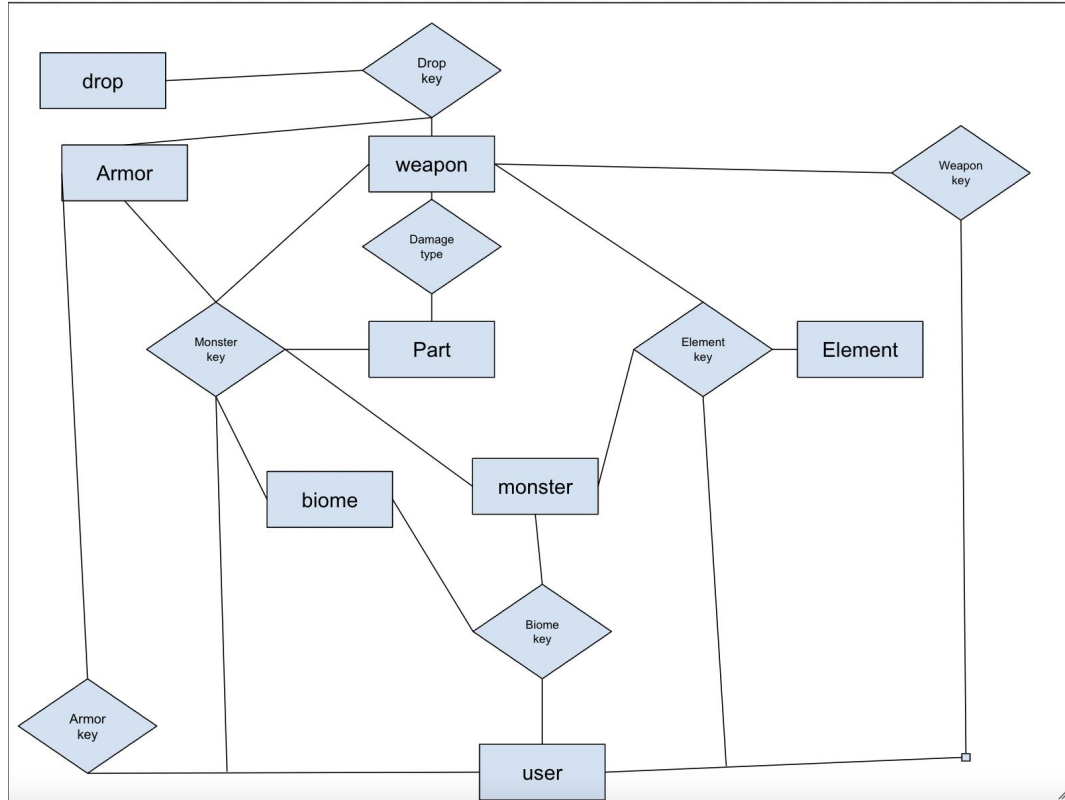
Use Case Diagram



Relation Table



ER Diagram



ER Blueprint Notes

Entities:

Monsters

Elements

Weapons

Skills

Biomes

Armor

User

- U_name
- U_monster key
- U_weapon key
- U_element/Ailment key
- U_Armor key
- U_biome key
- U_skill key

monsters

- M_Name
- M_Monsterkey
- M_Biomekey
- M_Elementkey
- M_Elemental Weakness
- M_Elemental Resistance
- M_Smallest Size
- M_Largest Size
- M_Species

Weapons

- W_name
- W_weopon key
- W_weapon type
- W_element
- W_level of upgrade
- W_damage type
- W_Attack power
- W_Monster key
- W_drop key (1-4)

Armor Pieces

-A_name

-A_armorkey

-A_monster key

-A_armor type

-A_Element_res

-A_Element_weak

-A_skill (1-4)

-A_set bonus

-A_defense

-A_drop key(1-4)

Elements/Ailments

-EA_name

-EA_monsterkey

-EA_weapon key

-EA_element key

-EA_description

Parts

-P_monster key

-P_name

-P_damage type

-P_carvable

Biomes

-B_names

-B_biome key

-B_Effects

-B_Brief description

-

Drops

-D_name

-D_drop key