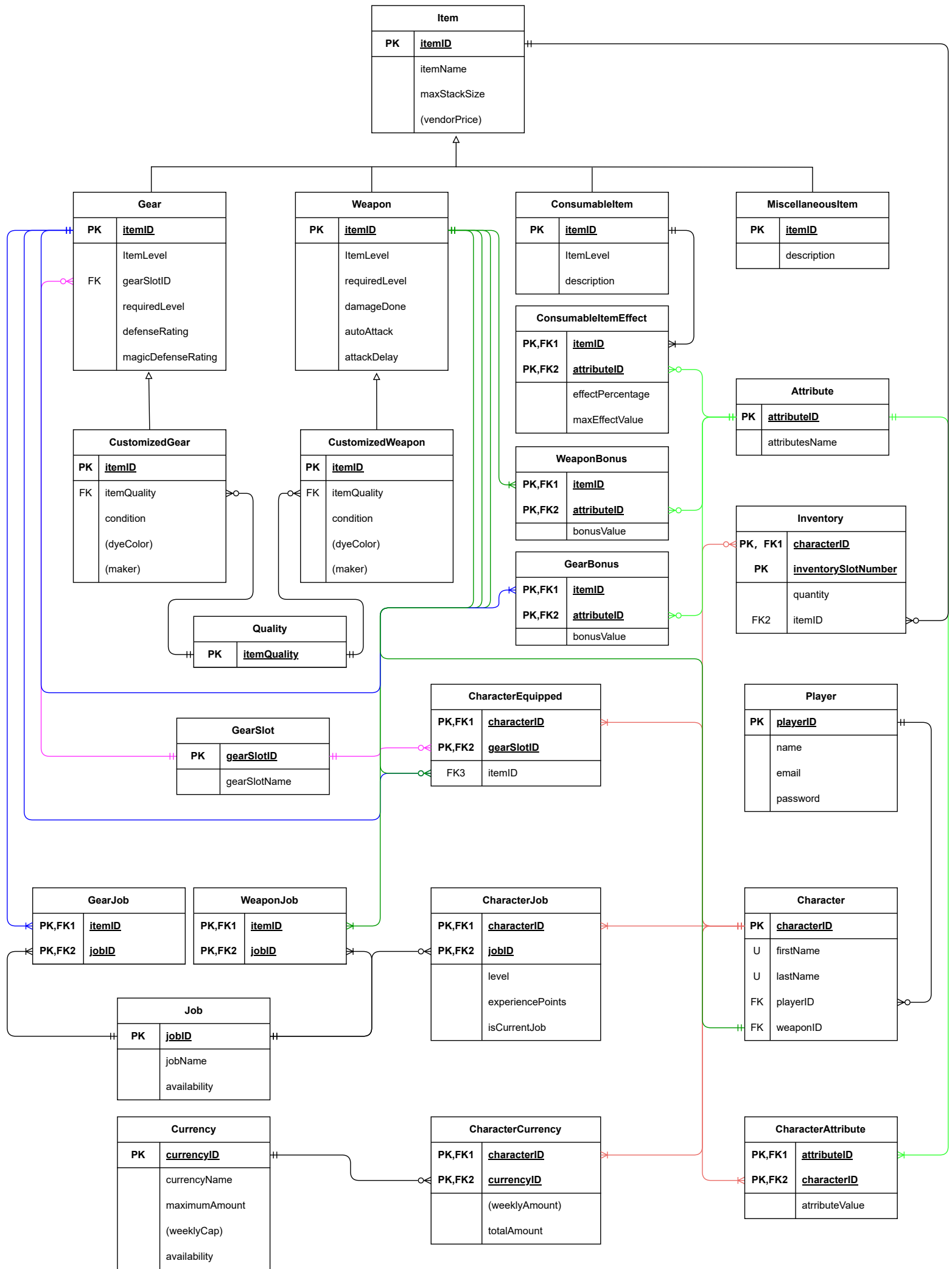


individual keys use different sign
compound key uses the same name
(i.e. if a and b is an individual unique key, then U1 for a, U2 for b;
if a and b is compound key,then U for both of them)



Supplementary Notes

1. According to some feedback from milestone 1, I deleted the relationship between Weapon and equipSlot and built a relationship between Weapon and Character, since a character must have one weapon and only one slot for the weapon.

2. According to some feedback from milestone 1, I split the table GearWeaponCustomization into two tables for gear and weapon customization, since the 1-1 relationship as a subtype could be more clear.

3. I split GearWeaponJob and GearWeaponJobBonus tables since one attribute can not easily be constrained as two tables' FK (unless use check and trigger), I think split to gear bonus or job for gear and weapon bonus or job for weapon could be easier to constraint FK and clear the relationship.

4. I added an Enum table Quality for CustomizedGear and CustomizedWeapon, although it could use enum type for CustomizedGear.itemQuality and CustomizedWeapon.itemQuality, but since there are some drawbacks of the Enum type and use an Enum table could be better for the scalability.