

Pokemon Procurement Center Database Design

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Our goal is to create a database for Pokemon Procurement Services (PPC) so that they can perform the main functions of their business with relative ease. This document will provide all the information necessary to implement this database for use of the PPC. The below section includes our mission statement for the database and the objectives for which the database was designed. Below the objectives is a list of our tables separated into entities and non-entities, and below each table name is the reason for why included the table in our design, and a brief mentioning of each field in that table. Further information on each field can be found in the field specification form for that specific field located in the appendix. Each field has been linked to the field specification that apply to it

Mission Statement

Our mission is to provide staff with up-to-date information to enable them to place Pokémon in healthy and happy homes.

Objectives

- Store customer orders and Pokémon sightings to fulfill orders for as many different Pokémon as possible.
- Record the last location of Pokémon.
- Keep track of costumes checked out/returned.
- Keep track of Pokémon orders as well as the Pokémon in our inventory (the ones that are staying at the procurement center already)

Tables and Rationale

I. Entities

- Customers
 - We included this table in our design so that we can keep track of everyone that has placed an order so that the company can view their information like phone number and address in case they need to get in touch.
 - **Fields:**
 - [Cust_id](#) (PK)
 - [Cust_firstname](#)
 - [Cust_lastname](#)
 - [Cust_Address](#)
 - [Cust_Phone](#)
- Staff
 - This table is included to keep track of the staff members working to search for the pokemon particularly because there is a costumes inventory rented out to staff members.

- **Fields:**
 - Staff_ID (PK)
 - Staff_First_Name
 - Staff_Last_Nam
- Pokemon Inventory
 - We included this table in our design because it will keep track of the pokemon that we have at the Pokemon Procurement Center so that if a customer orders a pokemon that we already have on site, that information is readily available.
 - **Fields:**
 - Inventory_ID (PK)
 - Pokemon_Name (FK)
 - Pokemon_Price
- Costumes_Inventory
 - We included this table because it keeps a track of all the costumes that the staff can rent and all the costumes that the company has purchased and are in the inventory. This table will help us when renting out costumes to our staff members.
 - **Fields:**
 - Costume_ID (PK)
 - Costume_Type (FK)
 - Costume_Size
- Orders
 - We included this table in our design because it keeps track of orders and that will essentially help us serve our customers better and deliver all the pokemon each customer asked for, which is what our client wants. It links each customer to the pokemon that they want to buy.
 - **Fields:**
 - Order_ID (PK)
 - Pokemon_Name (FK)
 - Customer_ID (FK)
- Sightings
 - This table is included to keep track of where and when specific pokemon were sighted so that the staff will have a head start when they go out to search pokemon to fulfill customer orders.
 - **Fields:**
 - Pokemon_Name (FK)
 - Sighting_Location
 - Sighting_Time
 - Sighting_NumPokemon

II. Non-entities

- Pokemon
 - We included this table in our design because it is an entire list of all the pokemon in existence. It will be helpful for us to have so we can validate entries to other tables, to make sure that pokemon entered are on this list.
 - **Fields:**
 - Pokemon_name (PK)
 - Pokemon_type

- **Costumes_Types**
 - This table is included as it keeps track of all the possible costumes that can exist in our database. Doing so will prevent nonsensical data such as a random costume that does not make sense, for example, hugaagah costume. If we come across a problem with costume names not making sense, we can consult this table as it is validating all the costume names in the database.
 - **Fields:**
 - Costume_Type (PK)
- **Costumes_Rented**
 - This table is included to keep track of all of the costumes rented by the staff members, this will aid in the database by listing which costumes cannot be rented or when they might be able to be rented based on the rental due date
 - **Fields:**
 - Costume_ID (PK)
 - Staff_ID (FK)
 - Rental_CheckoutDate
 - Rental_DueDate
 - Rental_ReturnedDate
- **Fulfilled_Orders**
 - This table is included in our design to keep track of the orders that have been fulfilled or in other words, the sales that have occurred by the PPC.
 - This table is meant to link each sold pokemon in the inventory with the order that was fulfilled, in order to keep a history of sales.
 - **Fields:**
 - Inventory_ID (FK)
 - Order_ID (FK)

Business Rules

The following section covers which business rules we implemented into our design. Some of these business rules are also mentioned in the ER diagram in the appendix, and it is shown which design decisions in the ER diagram were changed by the business rules. Each business rule is linked to its respective business rule specification form located in the A3 section of the appendix.

1. [Deletion of pokemon species that has been ordered, sighted, or exists in the inventory is forbidden.](#)
2. [Restrict staff members from being deleted if they have had costumes rented.](#)
3. [Deletion of costume types that are in the inventory is forbidden.](#)
4. [Costumes can be deemed inactive after being worn out, damaged, or taken out of service.](#)
5. [Each costume from the inventory can be rented to only one staff member at a time.](#)

6. Number of Pokemon sighted has to be greater than 0.
7. Order sale_price is greater than or equal to 0.
8. The costume's checkout date comes before the costume due date
9. The Costume's returned date comes after the costume's checkout date.
10. The sighting time must be before the current time.
11. A staff member can only rent five costumes at a time.
12. Once a customer has placed an order, the order cannot be deleted.
13. Once a pokemon has been bought, the pokemon cannot be deleted from the Pokemon_Inventory.

Appendix

[A1](#) ----- ER Diagram

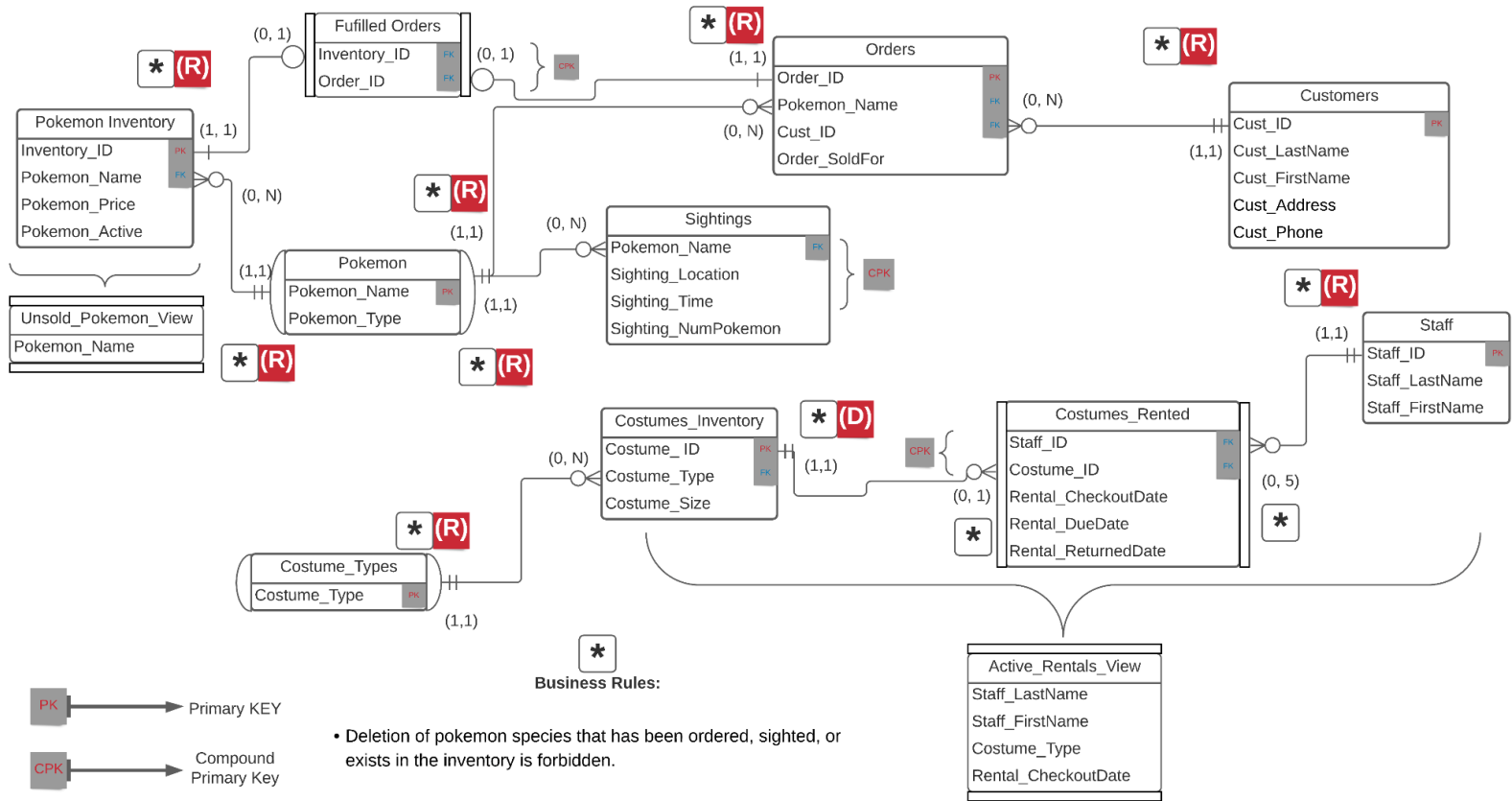
[A2](#) ----- Field Specification Forms

[A3](#) ----- Business Rule Specification Forms

Appendix

In the appendix, you will find the documentation necessary to implement this database. In A1, the ER diagram illustrates the relationships between each of the tables in the database, including the degree of participation, the manner of participation, as well as the deletion rules for each relationship. In A2, there are all of the field specification forms, which document the characteristics and limitations of each field in each table. Finally, in A3, there are all of the business rule specifications, which go into detail about what effect and constraints were imposed on our design by each business rule.

A1: ER DIAGRAM



- Deletion of pokemon species that has been ordered, sighted, or exists in the inventory is forbidden.
- Restrict staff members from being deleted if they have had costumes rented.
- Deletion of costume types that are in the inventory is forbidden.
- Costumes can be deemed inactive after being worn out, damaged, or taken out of service.
- Each costume from the inventory can be rented to only one staff member at a time.
- A staff member can only rent five costumes at a time.
- Once a customer has placed an order, the order cannot be deleted.
- Once a pokemon has been bought, the pokemon cannot be deleted from the Pokemon_Inventory.

A2: FIELD SPECIFICATION FORMS

GENERAL ELEMENTS

Not determined at this time: _

Field Name: **Pokemon.Pokemon_Name**

Specification Type:
 Unique: X
 Generic: _
 Replica: _

Parent Table: Pokemon

Label: _

Source Specification: _

Shared By: Orders, Sightings,
 Pokemon_Inventory

Aliases: _

Description: The name of a species
 of Pokemon

Comparisons Allowed:

Same Field: _
 ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Other Fields: _
 ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(15)

Length: 15

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:
 Letters (A-Z): X
 Numbers (0-9): _
 Keyboard (./,\$#%): _
 Special (@@™ΣΠ): X

Value Expr.: _
 ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

Operations Allowed:

Same Field: _
 ALL _
 + _
 - _
 * _
 / _

LOGICAL ELEMENTS

Key Type: Non: _
 Primary: X
 Foreign: _
 Alternate: _

Key Structure: Simple: X
 Composite: _

Uniqueness: Non-unique: _
 Unique: X

Null Support: Nulls OK: _
 No nulls: X

Values Entered By: User: X
 System: _

Required Value: No: _
 Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _
 Enter now, edits not allowed: X
 Enter later, edits allowed: _
 Enter later, edits not allowed: _

Other Fields: _
 ALL _
 + _
 - _
 * _
 / _

Value Expr.: _
 ALL _
 + _
 - _
 * _
 / _

GENERAL ELEMENTS

Field Name: **Pokemon.Pokemon_Type**

Specification Type:

Unique: ☐Generic: ☒Replica: ☐

Parent Table: Pokemon

Label: Type

Source Specification: ☐Shared By: ☐Aliases: ☐Description: The Pokemon type
refers to the different elemental
properties associated with Pokemon.

PHYSICAL ELEMENTS

Data Type: VARCHAR(10)

Length: 10 Characters

Decimal Places: ☐Input Mask: ☐Display Format: ☐

Character Support:

Letters (A-Z): ☒Numbers (0-9): ☐Keyboard (./,\$#%): ☐Special (@™ΣΠ): ☐

LOGICAL ELEMENTS

Key Type: Non: ☒Primary: ☐Foreign: ☐Alternate: ☐Key Structure: Simple: ☐Composite: ☐Uniqueness: Non-unique: ☒Unique: ☐Null Support: Nulls OK: ☐No nulls: ☒Values Entered By: User: ☒System: ☐Required Value: No: ☐Yes: ☒Default Value: ☐Range of Values: (Normal, Fire, Water,
Grass, Flying, Fighting, Poison, Electric,
Ground, Rock, Psychic, Ice, Bug, Ghost,
Steel, Dragon, Dark, Fairy)

Edit Rule:

GENERAL ELEMENTS

Enter now, edits allowed: ☐Enter now, edits not allowed: ☒Enter later, edits allowed: ☐Enter later, edits not allowed: ☐Not determined at this time: ☐

Comparisons Allowed:

Same Field: ☐ALL ☐= ☒> ☐>= ☐!= ☒< ☐<= ☐

Other Fields:

ALL ☐= ☐> ☐>= ☐!= ☐< ☐<= ☐

Value Expr.:

ALL ☐= ☐> ☐>= ☐!= ☐< ☐<= ☐

Operations Allowed:

Same Field: ☐ALL ☐+ ☐- ☐* ☐/ ☐

Other Fields:

ALL ☐+ ☐- ☐* ☐/ ☐

Value Expr.:

ALL ☐+ ☐- ☐* ☐/ ☐

NOTES:

Field Name:	Customers.Cust_ID	ALL	—
		=	X
Specification Type:		>	—
Unique:	X	>=	—
Generic:	—	!=	X
Replica:	—	<	—
Parent Table:	Customers	<=	—
Label:	ID		
Source Specification:	—	Other Fields:	—
Shared By:	Orders	ALL	—
Aliases:	—	=	—
Description:	The unique	>	—
identifying number given to each customer		>=	—
		!=	—
		<	—
PHYSICAL ELEMENTS		<=	—
Data Type:	INT	Value Expr.:	—
Length:	—	ALL	—
Decimal Places:	—	=	X
Input Mask:	—	>	—
Display Format:	—	>=	—
Character Support:		!=	X
Letters (A-Z):	—	<	—
Numbers (0-9):	X	<=	—
Keyboard (.,/\$#%):	—		
Special (@@™Σπ):	—	Operations Allowed:	
		Same Field:	—
		ALL	—
LOGICAL ELEMENTS		+	—
		—	—
Key Type:	Non: —	*	—
	Primary: X	/	—
	Foreign: —		
	Alternate: —	Other Fields:	—
Key Structure:	Simple: X	ALL	—
	Composite: —	+	—
		—	—
		*	—
Uniqueness:	Non-unique: —	/	—
	Unique: X		
		Value Expr.:	—
Null Support:	Nulls OK: —	ALL	—
	No nulls: X	+	—
		—	—
Values Entered By:	User: —	*	—
	System: X	/	—
Required Value:	No: —	NOTES:	
	Yes: X		
Default Value:	—		
Range of Values:	—		
Edit Rule:			
Enter now, edits allowed:	—		
Enter now, edits not allowed:	X		
Enter later, edits allowed:	—		
Enter later, edits not allowed:	—		
Not determined at this time:	—		
Comparisons Allowed:			
Same Field:	—		

GENERAL ELEMENTS

Field Name:

Customers.Cust_LastName

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Customers

Label: Name

Source Specification: Person Name

Shared By: _

Aliases: _

Description: The last name of the customer.

Comparisons Allowed:

Same Field:

_ ALL X

= _

> _

>= _

!= _

< _

<= _

Other Fields:

_ ALL _

= _

> _

>= _

!= _

< _

<= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(25)

Length: 25 Characters

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): X

Numbers (0-9): _

Keyboard (./\$#%): _

Special (@@™Σπ): _

Value Expr.: _

_ ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field:

_ ALL _

+ _

- _

* _

/ _

Other Fields:

_ ALL _

+ _

- _

* _

/ _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: X

System: _

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

NOTES:

GENERAL ELEMENTS

Field Name:

Customers.Cust_FirstName

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Customers

Label: _

Source Specification: Person Name

Shared By: _

Aliases: _

Description: The first name of the customer.

Comparisons Allowed:

Same Field:

_ ALL X

= _

> _

>= _

!= _

< _

<= _

Other Fields:

_ ALL _

= _

> _

>= _

!= _

< _

<= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(25)

Length: 25 Characters

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): X

Numbers (0-9): _

Keyboard (.,/\$#%): _

Special (@@™Σπ): _

Value Expr.: _

_ ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field:

_ ALL _

+ _

- _

* _

/ _

Other Fields:

_ ALL _

+ _

- _

* _

/ _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: X

System: _

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

NOTES:

GENERAL ELEMENTS

Field Name: **Customers.Cust_Address**

Specification Type:

Unique: _
 Generic: X
 Replica: _

Parent Table: Customers

Label: Address

Source Specification: Address

Shared By: _

Aliases: _

Description: The home street
 address of the customer

PHYSICAL ELEMENTS

Data Type: VARCHAR(50)

Length: 50 Characters

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): X

Numbers (0-9): X

Keyboard (.,/\$#%): X

Special (@@™ΣΠ): _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: X

System: _

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

Comparisons Allowed:

Same Field: _
 ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

Other Fields: _
 ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Value Expr.: _
 ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Operations Allowed:

Same Field: _
 ALL _
 + _
 - _
 * _
 / _

Other Fields: _
 ALL _
 + _
 - _
 * _
 / _

Value Expr.: _
 ALL _
 + _
 - _
 * _
 / _

NOTES:

GENERAL ELEMENTS

Field Name: **Customers.Cust_Phone**

Specification Type:

Unique: X

Generic: _

Replica: _

Parent Table: Customers

Label: Phone #

Source Specification: Phone Number

Shared By: _

Aliases: _

Description: The main phone number
of the customer

PHYSICAL ELEMENTS

Data Type: VARCHAR(20)

Length: 20 Characters

Decimal Places: _

Input Mask: +1 (###) ###-####

Display Format: _

Character Support:

Letters (A-Z): _

Numbers (0-9): X

Keyboard (.,/\$#%): X

Special (@@™Σπ): _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: X

No nulls: _

Values Entered By: User: X

System: _

Required Value: No: X

Yes: _

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: _

Enter later, edits allowed: X

Enter later, edits not allowed: _

Not determined at this time: _

Comparisons Allowed:

Same Field: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Other Fields: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Value Expr.: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field: _

ALL _

+ _

- _

* _

/ _

Other Fields: _

ALL _

+ _

- _

* _

/ _

Value Expr.: _

ALL _

+ _

- _

* _

/ _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Pokemon_Inventory.Inventory_ID

Comparisons Allowed:

Same Field:

_	ALL	_
=		X
>		_
>=		_
!=		X
<		_
<=		_

Specification Type:

Unique: X

Generic: _

Replica: _

Parent Table: Pokemon_Inventory

Label: ID

Source Specification: _

Shared By: _

Aliases: _

Description: The unique key that corresponds to each pokemon in inventory at the PPC.

Other Fields:

_	ALL	_
=		_
>		_
>=		_
!=		_
<		_
<=		_

PHYSICAL ELEMENTS

Data Type: INT

Length: _

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): _

Numbers (0-9): X

Keyboard (./,\$#%): _

Special (@@™ΣΠ): _

Value Expr.:

_	ALL	_
=		_
>		_
>=		_
!=		_
<		_
<=		_

Operations Allowed:

Same Field:

_	ALL	_
+		_
-		_
*		_
/		_

Other Fields:

_	ALL	_
+		_
-		_
*		_
/		_

Value Expr.:

_	ALL	_
+		_
-		_
*		_
/		_

LOGICAL ELEMENTS

Key Type: Non: _
 Primary: X
 Foreign: _
 Alternate: _

Key Structure: Simple: X
 Composite: _

Uniqueness: Non-unique: _
 Unique: X

Null Support: Nulls OK: _
 No nulls: X

Values Entered By: User: _
 System: X

Required Value: No: _
 Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _
 Enter now, edits not allowed: X
 Enter later, edits allowed: _
 Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Pokemon_Inventory.Pokemon_Name

Comparisons Allowed:

Same Field:

_	ALL	_
=		X
>		_
>=		_
!=		X
<		_
<=		_

Specification Type:

Unique: _

Generic: _

Replica: X

Parent Table: Pokemon_Inventory

Label: Species

Source Specification: Species

Shared By: Pokemon_Validation,

Pokemon_Inventory, Orders, Sightings

Aliases:

Description: The name of the
pokemon species that is in the inventory.

Other Fields:

_	ALL	_
=		X
>		_
>=		_
!=		X
<		_
<=		_

PHYSICAL ELEMENTS

Data Type: VARCHAR(15)

Length: 15

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): X

Numbers (0-9): _

Keyboard (./,\$#%): _

Special (@@™ΣΠ): X

Value Expr.:

_	ALL	_
=		_
>		_
>=		_
!=		_
<		_
<=		_

Operations Allowed:

Same Field:

_	ALL	_
+		_
-		_
*		_
/		_

Other Fields:

_	ALL	_
+		_
-		_
*		_
/		_

Value Expr.:

_	ALL	_
+		_
-		_
*		_
/		_

LOGICAL ELEMENTS

Key Type: Non: _

Primary: _

Foreign: X

Alternate: _

Key Structure: Simple: X

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: _

System: X

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: X

Enter later, edits allowed: _

Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Field Name:
Pokemon_Inventory.Pokemon_Price

Specification Type:
Unique: ☐
Generic: ☒
Replica: ☐
Parent Table: Pokemon_Inventory
Label: Price
Source Specification: Price
Shared By: ☐
Aliases: ☐
Description: The price that the
pokemon in the inventory is set to be sold
for.

PHYSICAL ELEMENTS

Data Type: FLOAT
Length: ☐
Decimal Places: 2
Input Mask: ☐
Display Format: ☐
Character Support:
Letters (A-Z): ☐
Numbers (0-9): ☒
Keyboard (./,\$#%): ☒
Special (@@™ΣΠ): ☐

LOGICAL ELEMENTS

Key Type: Non: ☒
Primary: ☐
Foreign: ☐
Alternate: ☐

Key Structure: Simple: ☐
Composite: ☐

Uniqueness: Non-unique: ☒
Unique: ☐

Null Support: Nulls OK: ☐
No nulls: ☒

Values Entered By: User: ☒
System: ☒

Required Value: No: ☐
Yes: ☒

Default Value: ☐

Range of Values: ☐

Edit Rule:
Enter now, edits allowed: ☐
Enter now, edits not allowed: ☒
Enter later, edits allowed: ☐
Enter later, edits not allowed: ☐

Not determined at this time: ☐

Comparisons Allowed:
Same Field:

<input type="checkbox"/>	ALL	<input checked="" type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Other Fields: Order_SoldFor in Orders
table.

<input type="checkbox"/>	ALL	<input checked="" type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Value Expr.: ☐

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Operations Allowed:
Same Field:

<input type="checkbox"/>	ALL	<input checked="" type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

Other Fields: Order_SoldFor in Orders
table.

<input type="checkbox"/>	ALL	<input checked="" type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

Value Expr.: ☐

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

NOTES:

GENERAL ELEMENTS

Field Name: **Orders.Order_ID**

Specification Type:

 Unique: X

 Generic: _

 Replica: _

Parent Table: Orders

Label: ID

Source Specification: _

Shared By: _

Aliases: _

Description: The primary key that identifies the order in the orders table.

PHYSICAL ELEMENTS

Data Type: INT

Length: _

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

 Letters (A-Z): _

 Numbers (0-9): X

 Keyboard (.,/\$#%): _

 Special (@@™ΣΠ): _

LOGICAL ELEMENTS

Key Type: Non: _

 Primary: X

 Foreign: _

 Alternate: _

Key Structure: Simple: X

 Composite: _

Uniqueness: Non-unique: _

 Unique: X

Null Support: Nulls OK: _

 No nulls: X

Values Entered By: User: _

 System: X

Required Value: No: _

 Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: X

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

Comparisons Allowed:

Same Field: _

ALL _

= X

> _

>= _

!= X

< _

<= _

Other Fields: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Value Expr.: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field: _

ALL _

+ _

- _

* _

/ _

Other Fields: _

ALL _

+ _

- _

* _

/ _

Value Expr.: _

ALL _

+ _

- _

* _

/ _

NOTES:

GENERAL ELEMENTS

Field Name: **Orders.Pokemon_Name**

Specification Type:

Unique: ☐
 Generic: ☐
 Replica: ☒

Parent Table: Orders

Label: Species

Source Specification: Species

Shared By: Pokemon,

Pokemon_Inventory, Orders, Sightings

Aliases:

Description: ☐ The name of the
 pokemon species that is being ordered.

Comparisons Allowed:

Same Field: ☐ ALL ☐
☐ = ☒ X
☐ > ☐
☐ >= ☐
☐ != ☒ X
☐ < ☐
☐ <= ☐

Other Fields: ☐
☐ ALL ☐
☐ = ☒ X
☐ > ☐
☐ >= ☐
☐ != ☒ X
☐ < ☐
☐ <= ☐

PHYSICAL ELEMENTS

Data Type: VARCHAR(15)

Length: 15

Decimal Places: ☐Input Mask: ☐Display Format: ☐

Character Support:

Letters (A-Z): ☒Numbers (0-9): ☐Keyboard (.,/\$#%): ☐Special (@@™Σπ): ☐

Value Expr.: ☐
☐ ALL ☐
☐ = ☐
☐ > ☐
☐ >= ☐
☐ != ☐
☐ < ☐
☐ <= ☐

Operations Allowed:

Same Field: ☐ ALL ☐
☐ + ☐
☐ - ☐
☐ * ☐
☐ / ☐

Other Fields: ☐
☐ ALL ☐
☐ + ☐
☐ - ☐
☐ * ☐
☐ / ☐

Value Expr.: ☐
☐ ALL ☐
☐ + ☐
☐ - ☐
☐ * ☐
☐ / ☐

LOGICAL ELEMENTS

Key Type: Non: ☐
 Primary: ☐
 Foreign: ☒
 Alternate: ☐

Key Structure: Simple: ☒
 Composite: ☐

Uniqueness: Non-unique: ☒
 Unique: ☐

Null Support: Nulls OK: ☐
 No nulls: ☒

Values Entered By: User: ☐
 System: ☒

Required Value: No: ☐
 Yes: ☒

Default Value: ☐Range of Values: ☐

Edit Rule:

Enter now, edits allowed: ☐
 Enter now, edits not allowed: ☒ X
 Enter later, edits allowed: ☐
 Enter later, edits not allowed: ☐
 Not determined at this time: ☐

NOTES:

GENERAL ELEMENTS

Field Name: **Orders.Customer_ID**

Specification Type:

Unique: ☐

Generic: ☐

Replica: ☒

Parent Table: Orders

Label: ID

Source Specification: ☐

Shared By: Customers

Aliases: ☐

Description: The customer id that identifies which customer the order is by.

Comparisons Allowed:

Same Field:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	=	<input checked="" type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Other Fields:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	=	<input checked="" type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

PHYSICAL ELEMENTS

Data Type: INT

Length: ☐

Decimal Places: ☐

Input Mask: ☐

Display Format: ☐

Character Support:

Letters (A-Z): ☐

Numbers (0-9): ☒

Keyboard (.,/\$#%): ☐

Special (@@™ΣΠ): ☐

Value Expr.:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Operations Allowed:

Same Field:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

Other Fields:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

Value Expr.:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

LOGICAL ELEMENTS

Key Type:

Non: ☐

Primary: ☐

Foreign: ☒

Alternate: ☐

Key Structure: Simple: ☒

Composite: ☐

Uniqueness: Non-unique: ☒

Unique: ☐

Null Support: Nulls OK: ☐

No nulls: ☒

Values Entered By: User: ☐

System: ☒

Required Value: No: ☐

Yes: ☒

Default Value: ☐

Range of Values: ☐

Edit Rule:

Enter now, edits allowed: ☐

Enter now, edits not allowed: ☒

Enter later, edits allowed: ☐

Enter later, edits not allowed: ☐

Not determined at this time: ☐

NOTES:

GENERAL ELEMENTS

Field Name: **Orders.Order_SoldFor**

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Orders

Label: Price

Source Specification: Price

Shared By: _

Aliases: _

Description: The price that the customer paid for the pokemon they wanted.

PHYSICAL ELEMENTS

Data Type: FLOAT

Length: _

Decimal Places: 2

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): _

Numbers (0-9): X

Keyboard (.,/\$#%): X

Special (@@™ΣΠ): _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: X

No nulls: _

Values Entered By: User: X

System: _

Required Value: No: X

Yes: _

Default Value: NULL

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: _

Enter later, edits allowed: _

Enter later, edits not allowed: X

Not determined at this time: _

Comparisons Allowed:

Same Field: _

ALL X

= _

> _

>= _

!= _

< _

<= _

Other Fields: Pokemon_Price in Pokemon_Inventory

ALL X

= _

> _

>= _

!= _

< _

<= _

Value Expr.: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field: _

ALL X

+ _

- _

* _

/ _

Other Fields: Pokemon_Price in Pokemon_Inventory

ALL X

+ _

- _

* _

/ _

Value Expr.: _

ALL _

+ _

- _

* _

/ _

NOTES:

GENERAL ELEMENTS

Field Name:

Costumes_Inventory.Costume_ID

Specification Type:

Unique: X

Generic: _

Replica: _

Parent Table: Costumes_Inventory

Label: _

Source Specification: _

Shared By: Costumes_Rented

Aliases: _

Description: The unique id of the costume that is in the inventory.

Comparisons Allowed:

Same Field:

_ ALL _
= X

> _

>= _

!= X

< _

<= _

Other Fields:

_ ALL _
= X

> _

>= _

!= X

< _

<= _

PHYSICAL ELEMENTS

Data Type: INT

Length: _

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): _

Numbers (0-9): X

Keyboard (./\$#%): _

Special (@@™Σπ): _

Value Expr.: _

ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field:

_ ALL _

+ _

- _

* _

/ _

Other Fields:

_ ALL _

+ _

- _

* _

/ _

LOGICAL ELEMENTS

Key Type: Non: _

Primary: X

Foreign: _

Alternate: _

Key Structure: Simple: X

Composite: _

Uniqueness: Non-unique: _

Unique: X

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: _

System: X

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: X

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Costumes_Inventory.Costume_Type

Comparisons Allowed:

Same Field:

_	ALL	_
=		X
>		_
>=		_
!=		X
<		_
<=		_

Specification Type:

Unique: _

Generic: _

Replica: X

Parent Table: Costumes_Inventory

Label: Type of Costume

Source Specification: Costume Type

Shared By: Costumes_Types

Aliases: _

Description: A foreign key that is a string to help identify all the various costume types, such as a Gyarados costume.

Other Fields:

_	ALL	_
=		_
>		_
>=		_
!=		_
<		_
<=		_

PHYSICAL ELEMENTS

Data Type: VARCHAR(30)

Length: 30

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): X

Numbers (0-9): X

Keyboard (./,\$#%): X

Special (@@™ΣΠ): _

Value Expr.:

_	ALL	_
=		_
>		_
>=		_
!=		_
<		_
<=		_

Operations Allowed:

Same Field:

_	ALL	_
+		_
-		_
*		_
/		_

Other Fields:

_	ALL	_
+		_
-		_
*		_
/		_

Value Expr.:

_	ALL	_
+		_
-		_
*		_
/		_

LOGICAL ELEMENTS

Key Type: Non: _

Primary: _

Foreign: X

Alternate: _

Key Structure: Simple: X

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: _

System: X

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: X

Enter later, edits allowed: _

Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Field Name:

Costumes_Inventory.Costume_Size

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Costumes_Inventory

Label: Size

Source Specification: Costume Size

Shared By: _

Aliases: _

Description: The size of the
costume in the inventory.

Comparisons Allowed:

Same Field:

_ ALL X

= _

> _

>= _

!= _

< _

<= _

Other Fields:

_ ALL _

= _

> _

>= _

!= _

< _

<= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(5)

Length: 5

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): X

Numbers (0-9): _

Keyboard (./\$#%): _

Special (@@™Σπ): _

Value Expr.: _

_ ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field:

_ ALL _

+ X

- X

* _

/ _

Other Fields:

_ ALL _

+ _

- _

* _

/ _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: X

System: _

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: X

Enter later, edits not allowed: _

Not determined at this time: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Costume_Types.Costume_Type

Comparisons Allowed:

Same Field:

_
 ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Specification Type:

Unique: X

Generic: _

Replica: _

Parent Table: Costume_Types

Label: Type of Costume

Source Specification: Costume Type

Shared By: Costumes_Inventory

Aliases:

Description: _
 A primary key that is
 a string to help identify all the various
 costume types, such as a Gyarados costume.

Other Fields:

_
 ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(30)

Length: 30

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): X

Numbers (0-9): X

Keyboard (./,\$#%): X

Special (@@™ΣΠ): _

Value Expr.:

_
 ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Operations Allowed:

Same Field:

_
 ALL _
 + _
 - _
 * _
 / _

Other Fields:

_
 ALL _
 + _
 - _
 * _
 / _

Value Expr.:

_
 ALL _
 + _
 - _
 * _
 / _

LOGICAL ELEMENTS

Key Type: Non: _
 Primary: X
 Foreign: _
 Alternate: _

Key Structure: Simple: X
 Composite: _

Uniqueness: Non-unique: _
 Unique: X

Null Support: Nulls OK: _
 No nulls: X

Values Entered By: User: _
 System: X

Required Value: No: _
 Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _
 Enter now, edits not allowed: X
 Enter later, edits allowed: _
 Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Field Name:

Costumes_Rented.Staff_ID

Specification Type:

Unique: ☐Generic: ☐Replica: ☒

Parent Table: Costumes_Rented

Label: ☐

Source Specification: Staff_Members

Shared By: Staff

Aliases: ☐

Description: The id that corresponds to a staff member in the staff table, to link the costume to which staff rented it out.

PHYSICAL ELEMENTS

Data Type: INT

Length: ☐Decimal Places: ☐Input Mask: ☐Display Format: ☐Character Support: ☐Letters (A-Z): ☐Numbers (0-9): ☒Keyboard (.,/\$#%): ☐Special (@@™Σπ): ☐

LOGICAL ELEMENTS

Key Type: Non: ☐Primary: ☐Foreign: ☒Alternate: ☐Key Structure: Simple: ☐Composite: ☒Uniqueness: Non-unique: ☒Unique: ☐Null Support: Nulls OK: ☐No nulls: ☒Values Entered By: User: ☐System: ☒Required Value: No: ☐Yes: ☒Default Value: ☐Range of Values: ☐

Edit Rule:

Enter now, edits allowed: ☐Enter now, edits not allowed: ☒Enter later, edits allowed: ☐Enter later, edits not allowed: ☐Not determined at this time: ☐

Comparisons Allowed:

Same Field:

☐ ALL ☐☐ = ☒☐ > ☐☐ >= ☐☐ != ☒☐ < ☐☐ <= ☐

Other Fields:

☐ ALL ☐☐ = ☒☐ > ☐☐ >= ☐☐ != ☒☐ < ☐☐ <= ☐

Value Expr.:

☐ ALL ☐☐ = ☐☐ > ☐☐ >= ☐☐ != ☐☐ < ☐☐ <= ☐

Operations Allowed:

Same Field:

☐ ALL ☐☐ + ☐☐ - ☐☐ * ☐☐ / ☐

Other Fields:

☐ ALL ☐☐ + ☐☐ - ☐☐ * ☐☐ / ☐

Value Expr.:

☐ ALL ☐☐ + ☐☐ - ☐☐ * ☐☐ / ☐

NOTES:

GENERAL ELEMENTS

Field Name:

Costumes_Rented.Costume_ID

Specification Type:

Unique: _

Generic: _

Replica: X

Parent Table: Costumes_Rented

Label: _

Source Specification: _

Shared By: Costumes_Inventory

Aliases: _

Description: The unique id of the costume that is rented out.

Comparisons Allowed:

Same Field:

_ ALL _
= X

> _

>= _

!= X

< _

<= _

Other Fields:

_ ALL _
= X

> _

>= _

!= X

< _

<= _

PHYSICAL ELEMENTS

Data Type: INT

Length: _

Decimal Places: _

Input Mask: _

Display Format: _

Character Support:

Letters (A-Z): _

Numbers (0-9): X

Keyboard (.,/\$#%): _

Special (@@™Σπ): _

Value Expr.:

_ ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field:

_ ALL _

+ _

- _

* _

/ _

Other Fields:

_ ALL _

+ _

- _

* _

/ _

LOGICAL ELEMENTS

Key Type: Non: _
Primary: _
Foreign: X
Alternate: _Key Structure: Simple: _
Composite: XUniqueness: Non-unique: X
Unique: _Null Support: Nulls OK: _
No nulls: XValues Entered By: User: _
System: XRequired Value: No: _
Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: X

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Costumes_Rented.Rental_CheckoutDate

Comparisons Allowed:

Same Field:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Costume_Rented

Label: Checkout Date

Source Specification: Date

Shared By: _

Aliases: _

Description: The time and date
that the costume was checked out by.

Other Fields:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

PHYSICAL ELEMENTS

Data Type: TIMESTAMP

Length: 365

Decimal Places: _

Input Mask: Date input box with

MM-DD-YYYY

Display Format: _

Character Support: _

Letters (A-Z): _

Numbers (0-9): X

Keyboard (./,\$#%): _

Special (@@™ΣΠ): _

Value Expr.:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

Operations Allowed:

Same Field:

_	
ALL	_
+	X
-	X
*	_
/	_

Other Fields:

_	
ALL	_
+	X
-	X
*	_
/	_

Value Expr.:

_	
ALL	_
+	X
-	X
*	_
/	_

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: _

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: _

System: X

Required Value: No: X

Yes: _

Default Value: CURRENT TIMESTAMP

Range of Values: Every day in the year.

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: _

Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Costumes_Rented.Rental_DueDate

Comparisons Allowed:

Same Field:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Costumes_Rented

Label: Return By

Source Specification: Date

Shared By: _

Aliases: _

Description: The date and time that the costume is to be returned by.

Other Fields:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

PHYSICAL ELEMENTS

Data Type: TIMESTAMP

Length: _

Decimal Places: _

Input Mask: Date input box with

MM-DD-YYYY

Display Format: _

Character Support: _

Letters (A-Z): _

Numbers (0-9): X

Keyboard (./,\$#%): _

Special (@@™ΣΠ): _

Value Expr.:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

Operations Allowed:

Same Field:

_	
ALL	_
+	_
-	_
*	_
/	_

Other Fields:

_	
ALL	_
+	X
-	X
*	_
/	_

Value Expr.:

_	
ALL	_
+	X
-	X
*	_
/	_

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: X

No nulls: _

Values Entered By: User: X

System: _

Required Value: No: X

Yes: _

Default Value: _

Range of Values: Every day in the year.

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: X

Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name:

Costumes_Rented.Rental_ReturnedDate

Comparisons Allowed:

Same Field:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

Specification Type:

Unique: _

Generic: X

Replica: _

Parent Table: Costumes_Rented

Label: Returned Date

Source Specification: Date

Shared By: _

Aliases: _

Description: The date and time by which the costume is returned.

Other Fields:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

PHYSICAL ELEMENTS

Data Type: TIMESTAMP

Length: _

Decimal Places: _

Input Mask: Date input box with

MM-DD-YYYY

Display Format: _

Character Support: _

Letters (A-Z): _

Numbers (0-9): X

Keyboard (./,\$#%): _

Special (@@™ΣΠ): _

Value Expr.:

_	
ALL	X
=	_
>	_
>=	_
!=	_
<	_
<=	_

Operations Allowed:

Same Field:

_	
ALL	_
+	_
-	_
*	_
/	_

Other Fields:

_	
ALL	_
+	X
-	X
*	_
/	_

Value Expr.:

_	
ALL	_
+	X
-	X
*	_
/	_

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: X

No nulls: _

Values Entered By: User: X

System: _

Required Value: No: X

Yes: _

Default Value: _

Range of Values: Every day in the year.

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: X

Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Not determined at this time: _

Field Name: **Sightings.Pokemon_Name**

Comparisons Allowed:

Specification Type:

Unique: _

Generic: _

Replica: X

Parent Table: Sightings

Label: _

Source Specification: _

Shared By: Sightings, Orders,

Pokemon, Pokemon_Inventory

Aliases: _

Description: A foreign key that
connects the sighting record to the pokemon
species that was sighted.

Same Field:

_ ALL _

= X

> _

>= _

!= X

< _

<= _

Other Fields:

_ ALL _

= X

> _

>= _

!= X

< _

<= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(15)

Length: 15 Characters

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): X

Numbers (0-9): _

Keyboard (./,\$#%): _

Special (@@™ΣΠ): X

Value Expr.:

_ ALL _

= _

> _

>= _

!= _

< _

<= _

Operations Allowed:

Same Field:

_ ALL _

+ _

- _

* _

/ _

Other Fields:

_ ALL _

+ _

- _

* _

/ _

Value Expr.:

_ ALL _

+ _

- _

* _

/ _

LOGICAL ELEMENTS

Key Type: Non: _

Primary: _

Foreign: X

Alternate: _

Key Structure: Simple: _

Composite: X

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: _

System: X

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _

Enter now, edits not allowed: X

Enter later, edits allowed: _

Enter later, edits not allowed: _

NOTES:

GENERAL ELEMENTS

Field Name: **Sightings.Sighting_Location**

Specification Type:

Unique: _
 Generic: X
 Replica: _

Parent Table: Sightings

Label: _

Source Specification: Address

Shared By: _

Aliases: _

Description: The last location
 that the sighted pokemon was spotted at.

PHYSICAL ELEMENTS

Data Type: VARCHAR(40)

Length: 40 Characters

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): X

Numbers (0-9): X

Keyboard (.,/\$#%): X

Special (@@™ΣΠ): _

LOGICAL ELEMENTS

Key Type: Non: _
 Primary: _
 Foreign: _
 Alternate: X

Key Structure: Simple: _
 Composite: X

Uniqueness: Non-unique: X
 Unique: _

Null Support: Nulls OK: _
 No nulls: X

Values Entered By: User: X
 System: _

Required Value: No: _
 Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: _
 Enter now, edits not allowed: X
 Enter later, edits allowed: _
 Enter later, edits not allowed: _
 Not determined at this time: _

Comparisons Allowed:

Same Field: _
 ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

Other Fields: _
 ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

Value Expr.: _
 ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Operations Allowed:

Same Field: _
 ALL _
 + _
 - _
 * _
 / _

Other Fields: _
 ALL _
 + _
 - _
 * _
 / _

Value Expr.: _
 ALL _
 + _
 - _
 * _
 / _

NOTES:

GENERAL ELEMENTS

Field Name: **Sightings.Sighting_Time**

Specification Type:

Unique: ☐

Generic: ☒

Replica: ☐

Parent Table: Sightings

Label: ☐

Source Specification: Date and time.

Shared By: ☐

Aliases: ☐

Description: The time that the sighting happened.

PHYSICAL ELEMENTS

Data Type: TIMESTAMP

Length: ☐

Decimal Places: ☐

Input Mask: DD/MM/YYYY

HH:MM:SS

Display Format: ☐

Character Support:

Letters (A-Z): ☐

Numbers (0-9): ☒

Keyboard (.,/\$#%): ☐

Special (@@™Σπ): ☐

LOGICAL ELEMENTS

Key Type: Non: ☐

Primary: ☐

Foreign: ☐

Alternate: ☒

Key Structure: Simple: ☐

Composite: ☒

Uniqueness: Non-unique: ☒

Unique: ☐

Null Support: Nulls OK: ☐

No nulls: ☒

Values Entered By: User: ☒

System: ☒

Required Value: No: ☒

Yes: ☐

Default Value: CURRENT_TIMESTAMP

Range of Values: ☐

Edit Rule:

Enter now, edits allowed: ☐

Enter now, edits not allowed: ☒

Enter later, edits allowed: ☐

Enter later, edits not allowed: ☐

Not determined at this time: ☐

Comparisons Allowed:

Same Field:

<input type="checkbox"/>	ALL	<input checked="" type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Other Fields:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Value Expr.:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	=	<input type="checkbox"/>
<input type="checkbox"/>	>	<input type="checkbox"/>
<input type="checkbox"/>	>=	<input type="checkbox"/>
<input type="checkbox"/>	!=	<input type="checkbox"/>
<input type="checkbox"/>	<	<input type="checkbox"/>
<input type="checkbox"/>	<=	<input type="checkbox"/>

Operations Allowed:

Same Field:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input checked="" type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

Other Fields:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

Value Expr.:

<input type="checkbox"/>	ALL	<input type="checkbox"/>
<input type="checkbox"/>	+	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	*	<input type="checkbox"/>
<input type="checkbox"/>	/	<input type="checkbox"/>

NOTES:

GENERAL ELEMENTS

Field Name: **Sightings.Sighting_NumPokemon**

Specification Type:

Unique: _
 Generic: X
 Replica: _

Parent Table: Sightings

Label: _

Source Specification: _

Shared By: _

Aliases: _

Description: The number of pokemon sighted.

Same Field:

_ ALL X
 = _
 > _
 >= _
 != _
 < _
 <= _

Other Fields:

_ ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

PHYSICAL ELEMENTS

Data Type: INT

Length: _

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): _

Numbers (0-9): X

Keyboard (.,/\$#%): _

Special (@™Σπ): _

Value Expr.:

_ ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

Operations Allowed:

Same Field:

_ ALL X
 + _
 - _
 * _
 / _

Other Fields:

_ ALL _
 + _
 - _
 * _
 / _

Value Expr.:

_ ALL _
 + _
 - _
 * _
 / _

LOGICAL ELEMENTS

Key Type: Non: X
 Primary: _
 Foreign: _
 Alternate: _

Key Structure: Simple: _
 Composite: _

Uniqueness: Non-unique: _
 Unique: _

Null Support: Nulls OK: _
 No nulls: X

Values Entered By: User: X
 System: _

Required Value: No: X
 Yes: _

Default Value: 0

Range of Values: _

Edit Rule:

Enter now, edits allowed: _
 Enter now, edits not allowed: X
 Enter later, edits allowed: _
 Enter later, edits not allowed: _
 Not determined at this time: _

Comparisons Allowed:

NOTES:

GENERAL ELEMENTS

Field Name: **Staff.Staff_ID**

Specification Type:

Unique: ☐ x

Generic: ☐

Replica: ☐

Parent Table: Staff

Label: ☐

Source Specification: ☐

Shared By: ☐

Aliases: ☐

Description: ☐ The unique ID number of every staff person in the database

PHYSICAL ELEMENTS

Data Type: ☐ Numeric

Length: ☐

Decimal Places: ☐ 0

Input Mask: ☐

Display Format: ☐

Character Support:

Letters (A-Z): ☐

Numbers (0-9): ☐ x

Keyboard (.,/\$#%): ☐

Special (@@™ΣΠ): ☐

LOGICAL ELEMENTS

Key Type: Non: ☐

Primary: ☐ x

Foreign: ☐

Alternate: ☐

Key Structure: Simple: ☐ x

Composite: ☐

Uniqueness: Non-unique: ☐

Unique: ☐ x

Null Support: Nulls OK: ☐

No nulls: ☐ x

Values Entered By: User: ☐

System: ☐ x

Required Value: No: ☐

Yes: ☐ x

Default Value: ☐

Range of Values: ☐

Edit Rule:

Enter now, edits allowed: ☐

Enter now, edits not allowed: ☐ x

Enter later, edits allowed: ☐

Enter later, edits not allowed: ☐

Not determined at this time: ☐

Comparisons Allowed:

Same Field: ☐

ALL ☐

= ☐ x

> ☐

>= ☐

!= ☐ x

< ☐

<= ☐

Other Fields: ☐

ALL ☐

= ☐

> ☐

>= ☐

!= ☐

< ☐

<= ☐

Value Expr.: ☐

ALL ☐

= ☐

> ☐

>= ☐

!= ☐

< ☐

<= ☐

Operations Allowed:

Same Field: ☐

ALL ☐

+ ☐

- ☐

* ☐

/ ☐

Other Fields: ☐

ALL ☐

+ ☐

- ☐

* ☐

/ ☐

Value Expr.: ☐

ALL ☐

+ ☐

- ☐

* ☐

/ ☐

NOTES:

GENERAL ELEMENTS

Field Name: **Staff.Staff_LastName**

Specification Type:

Unique: _
 Generic: X
 Replica: _

Parent Table: Staff

Label: _

Source Specification: Person Name

Shared By: _

Aliases: _

Description: The last name of a
 staff member who works at the facility.

Same Field:

_ ALL X
 = _
 > _
 >= _
 != _
 < _
 <= _

Other Fields:

_ ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

PHYSICAL ELEMENTS

Data Type: VARCHAR(25)

Length: 25 Characters

Decimal Places: _

Input Mask: _

Display Format: _

Character Support: _

Letters (A-Z): X

Numbers (0-9): _

Keyboard (.,/\$#%): _

Special (@™Σπ): _

Value Expr.:

_ ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

Operations Allowed:

Same Field:

_ ALL _
 + _
 - _
 * _
 / _

Other Fields:

_ ALL _
 + _
 - _
 * _
 / _

Value Expr.:

_ ALL _
 + _
 - _
 * _
 / _

LOGICAL ELEMENTS

Key Type: Non: X

Primary: _

Foreign: _

Alternate: _

Key Structure: Simple: _

Composite: _

Uniqueness: Non-unique: X

Unique: _

Null Support: Nulls OK: _

No nulls: X

Values Entered By: User: X

System: _

Required Value: No: _

Yes: X

Default Value: _

Range of Values: _

Edit Rule:

Enter now, edits allowed: X

Enter now, edits not allowed: _

Enter later, edits allowed: _

Enter later, edits not allowed: _

Not determined at this time: _

Comparisons Allowed:

NOTES: _Numeric

GENERAL ELEMENTS

Field Name:	Staff.Staff_FirstName	Same Field:	—	
			ALL	X
			=	—
Specification Type:			>	—
Unique:	—		>=	—
Generic:	X		!=	—
Replica:	—		<	—
Parent Table:	Staff		<=	—
Label:	—	Other Fields:	—	
Source Specification:	Person Name		ALL	—
Shared By:	—		=	—
Aliases:	—		>	—
Description:	The first name of a		>=	—
staff member who works to catch the pokemon			!=	—
			<	—
			<=	—

PHYSICAL ELEMENTS

Data Type:	VARCHAR(25)	Value Expr.:	—	
Length:	25 Characters		ALL	—
Decimal Places:	—		=	X
Input Mask:	—		>	—
Display Format:	—		>=	—
Character Support:			!=	X
Letters (A-Z):	X		<	—
Numbers (0-9):	—		<=	—
Keyboard (.,/\$#%):	—			
Special (©™Σπ):	—			

Operations Allowed:

LOGICAL ELEMENTS

Key Type:	Non:	X	Same Field:	—	
	Primary:	—		ALL	—
	Foreign:	—		+	—
	Alternate:	—		-	—
				*	—
				/	—
Key Structure:	Simple:	—	Other Fields:	—	
	Composite:	—		ALL	—
				+	—
				-	—
Uniqueness:	Non-unique:	X		*	—
	Unique:	—		/	—
Null Support:	Nulls OK:	—	Value Expr.:	—	
	No nulls:	X		ALL	—
				+	—
Values Entered By:	User:	X		-	—
	System:	—		*	—
				/	—
Required Value:	No:	—			
	Yes:	X			

NOTES

Default Value: —

Range of Values: —

Edit Rule:

Enter now, edits allowed:	X
Enter now, edits not allowed:	—
Enter later, edits allowed:	—
Enter later, edits not allowed:	—
Not determined at this time:	—

Comparisons Allowed:

GENERAL ELEMENTS

Not determined at this time: _

Field Name: **Fulfilled_Orders.Inventory_ID**

Comparisons Allowed:

Specification Type:

Unique: X
 Generic: _
 Replica: _
 Parent Table: Fulfilled_Orders
 Label: ID
 Source Specification: _
 Shared By: Pokemon_Inventory
 Aliases: _
 Description: The unique key that corresponds to each pokemon in inventory at the PPC as well as each fulfilled order.

Same Field:

_ ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

Other Fields: Inventory_ID inside Pokemon_Inventory

ALL _
 = X
 > _
 >= _
 != X
 < _
 <= _

PHYSICAL ELEMENTS

Data Type: INT
 Length: _
 Decimal Places: _
 Input Mask: _
 Display Format: _
 Character Support:
 Letters (A-Z): _
 Numbers (0-9): X
 Keyboard (./\$#%): _
 Special (@@™Σπ): _

Value Expr.:

_ ALL _
 = _
 > _
 >= _
 != _
 < _
 <= _

LOGICAL ELEMENTS

Operations Allowed:

Same Field:

_ ALL _
 + _
 - _
 * _
 / _

Key Type: Non: _
 Primary: _
 Foreign: X
 Alternate: _

Key Structure: Simple: _
 Composite: X

Uniqueness: Non-unique: _
 Unique: X

Null Support: Nulls OK: _
 No nulls: X

Values Entered By: User: _
 System: X

Required Value: No: _
 Yes: X

Default Value: _

Other Fields:

_ ALL _
 + _
 - _
 * _
 / _

Value Expr.:

_ ALL _
 + _
 - _
 * _
 / _

NOTES:

Range of Values: All the Inventory_ID values present in the Pokemon_Inventory

Edit Rule:

Enter now, edits allowed: _
 Enter now, edits not allowed: X
 Enter later, edits allowed: _
 Enter later, edits not allowed: _

GENERAL ELEMENTS

Field Name: **Fulfilled_Orders.Order_ID**

Specification Type:

Unique: ☒
 Generic: ☐
 Replica: ☐
 Parent Table: Fulfilled_Orders
 Label: ID
 Source Specification: ☐
 Shared By: Orders
 Aliases: ☐
 Description: The foreign key that corresponds to each order in the Orders table and can uniquely identify each record in the Fulfilled_Orders table.

PHYSICAL ELEMENTS

Data Type: INT
 Length: ☐
 Decimal Places: ☐
 Input Mask: ☐
 Display Format: ☐
 Character Support: ☐
 Letters (A-Z): ☐
 Numbers (0-9): ☒
 Keyboard (./,\$#%): ☐
 Special (@@™ΣΠ): ☐

LOGICAL ELEMENTS

Key Type: Non: ☐
 Primary: ☐
 Foreign: ☒
 Alternate: ☐

Key Structure: Simple: ☐
 Composite: ☒

Uniqueness: Non-unique: ☐
 Unique: ☒

Null Support: Nulls OK: ☐
 No nulls: ☒

Values Entered By: User: ☐
 System: ☒

Required Value: No: ☐
 Yes: ☒

Default Value: ☐

Range of Values: All the Order_ID values inside Orders.

Edit Rule:

Enter now, edits allowed: ☐
 Enter now, edits not allowed: ☒
 Enter later, edits allowed: ☐

Enter later, edits not allowed: ☐
 Not determined at this time: ☐

Comparisons Allowed:

Same Field: ☐
 ALL ☐
 = ☒
 > ☐
 >= ☐
 != ☒
 < ☐
 <= ☐

Other Fields: Order_ID inside the Orders table.

ALL ☐
 = ☒
 > ☐
 >= ☐
 != ☒
 < ☐
 <= ☐

Value Expr.: ☐
 ALL ☐
 = ☐
 > ☐
 >= ☐
 != ☐
 < ☐
 <= ☐

Operations Allowed:

Same Field: ☐
 ALL ☐
 + ☐
 - ☐
 * ☐
 / ☐

Other Fields: ☐
 ALL ☐
 + ☐
 - ☐
 * ☐
 / ☐

Value Expr.: ☐
 ALL ☐
 + ☐
 - ☐
 * ☐
 / ☐

NOTES:

A3: BUSINESS RULES

Business Rule #1

RULE INFORMATION

Statement: Deletion of a pokemon species that has been ordered, sighted, or exists in the inventory is forbidden.

Constraint: Deletion of a pokemon species record from the Pokemon table.

Type: Database Oriented: X
 Application Oriented _

Category: Field Specific: _
 Relationship Specific: X

Test On: Insert: _
 Delete: X
 Update: _

STRUCTURES AFFECTED

Field Names: _

Table Names: Pokemon

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
 Length: _
 Decimal Places: _
 Character Support: _
 Input Mask: _
 Display Format: _

Logical Elements: Key Type: _
 Key Structure: _
 Uniqueness: _
 Null Support: _
 Values Entered By: _
 Default Value: _
 Range of Values: _
 Comparisons Allowed: X
 Operations Allowed: _
 Edit Rule: _

ACTION TAKEN

Implement the deletion rule as a restriction between the children of the Pokemon table and the Pokemon table.

NOTES: _

Business Rule #2

RULE INFORMATION

Statement: Staff members should not be allowed to be removed from the database if they have rented costumes.

Constraint: Deletion of records in Costumes_Rented table.

Type: Database Oriented: X
Application Oriented: _

Category: Field Specific: _
Relationship Specific: X

Test On: Insert: _
Delete: X
Update: _

STRUCTURES AFFECTED

Field Names: _

Table Names: Staff

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
Length: _
Decimal Places: _
Character Support: _
Input Mask: _
Display Format: _

Logical Elements: Key Type: _
Key Structure: _
Uniqueness: _
Null Support: _
Values Entered By: _
Default Value: _
Range of Values: _
Comparisons Allowed: X
Operations Allowed: _
Edit Rule: _

ACTION TAKEN

Implement the deny deletion rule through restrict and a view on top of that to have all the active staff members.

NOTES: _

Business Rule #3

RULE INFORMATION

Statement: Deletion of costume types that are in the inventory is forbidden.

Constraint: Deletion of a costume type record in the Costume_Types table.

Type: Database Oriented: X
Application Oriented _

Category: Field Specific: _
Relationship Specific: X

Test On: Insert: _
Delete: X
Update: _

STRUCTURES AFFECTED

Field Names: _

Table Names: Costume_Types

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
Length: _
Decimal Places: _
Character Support: _
Input Mask: _
Display Format: _

Logical Elements: Key Type: _
Key Structure: _
Uniqueness: _
Null Support: _
Values Entered By: _
Default Value: _
Range of Values: _
Comparisons Allowed: X
Operations Allowed: _
Edit Rule: _

ACTION TAKEN

Implementing the restrict deletion rule by checking if there are any costumes in the inventory that are using the costume_type that is going to be deleted, if so then we do not delete that costume_type. Otherwise, we can delete the costume_type as that costume_type does not have any records pertaining to it.

NOTES: _

Business Rule #4

RULE INFORMATION

Statement: Costumes can be deemed inactive after being worn out, damaged, or taken out of service.

Constraint: An entry in the Costumes table may be inactivated but not deleted

Type: Database Oriented: X
 Application Oriented _

Category: Field Specific: _
 Relationship Specific: X

Test On: Insert: _
 Delete: X
 Update: _

STRUCTURES AFFECTED

Field Names: _

Table Names: _Costumes_Inventory, Costumes_Rented

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
 Length: _
 Decimal Places: _
 Character Support: _
 Input Mask: _
 Display Format: _

Logical Elements: Key Type: _
 Key Structure: _
 Uniqueness: _
 Null Support: _
 Values Entered By: _
 Default Value: _
 Range of Values: _
 Comparisons Allowed: _
 Operations Allowed: _
 Edit Rule: _

ACTION TAKEN

Implement the deny deletion rule to the costumes_inventory table.

NOTES: _

Business Rule #5

RULE INFORMATION

Statement: Each costume from the inventory can be rented to only one staff member at a time.

Constraint: _

Type: Database Oriented: X
Application Oriented _

Category: Field Specific: _
Relationship Specific: X

Test On: Insert: X
Delete: _
Update: X

STRUCTURES AFFECTED

Field Names: _

Table Names: _Costumes_Rented, Costumes_Inventory

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
Length: _
Decimal Places: _
Character Support: _
Input Mask: _
Display Format: _

Logical Elements: Key Type: _
Key Structure: _
Uniqueness: _
Null Support: _
Values Entered By: _
Default Value: _
Range of Values: _
Comparisons Allowed: _
Operations Allowed: _
Edit Rule: _

ACTION TAKEN

The degree of participation for the costumes_rented table was changed to (0,1)

NOTES: _

Business Rule #6

RULE INFORMATION

Statement: Number of Pokemon sighted has to be greater than 0.

Constraint: _ the field number_of_pokemon in the sightings table must be an int greater than zero

Type: Database Oriented: _ X
Application Oriented _

Category: Field Specific: _ X
Relationship Specific: _

Test On: Insert: _ X
Delete: _
Update: _ X

STRUCTURES AFFECTED

Field Names: _ number_of_pokemon

Table Names: _

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _ X
Length: _
Decimal Places: _
Character Support: _
Input Mask: _
Display Format: _

Logical Elements: Key Type: _
Key Structure: _
Uniqueness: _
Null Support: _
Values Entered By: _
Default Value: _
Range of Values: _ X
Comparisons Allowed: _
Operations Allowed: _
Edit Rule: _

ACTION TAKEN

Limit the possible values for number_of_pokemon to be integers greater than zero.

_

NOTES: _

Business Rule #7

RULE INFORMATION

Statement: Order sale price has to be greater than zero

Constraint: Cannot enter a sale price less than or equal to zero

Type: Database Oriented: X
 Application Oriented —

Category: Field Specific: —
 Relationship Specific: X

Test On: Insert: X
 Delete: —
 Update: —

STRUCTURES AFFECTED

Field Names: _OrderID, sale_price

Table Names: _Order

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: X
 Length: —
 Decimal Places: —
 Character Support: —
 Input Mask: —
 Display Format: —

Logical Elements: Key Type: —
 Key Structure: —
 Uniqueness: —
 Null Support: —
 Values Entered By: —
 Default Value: —
 Range of Values: —
 Comparisons Allowed: —
 Operations Allowed: —
 Edit Rule: —

ACTION TAKEN

If a negative sale price is entered the transaction will cause an error

NOTES: _

Business Rule #8

RULE INFORMATION

Statement: _The costume checkout date comes before the costume due date

Constraint: _Cannot enter custom due date that comes before custom checkout date

Type: Database Oriented: X
 Application Oriented _

Category: Field Specific: _
 Relationship Specific: X

Test On: Insert: X
 Delete: _
 Update: _

STRUCTURES AFFECTED

Field Names: _Costume_rentedID, costume_rental_date, costume_due_date

Table Names: _Costume_rented

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _

Length:	_
Decimal Places:	_
Character Support:	_
Input Mask:	_
Display Format:	_

Logical Elements: Key Type: _

Key Structure:	_
Uniqueness:	_
Null Support:	_
Values Entered By:	_
Default Value:	_
Range of Values:	X
Comparisons Allowed:	_
Operations Allowed:	_
Edit Rule:	_

ACTION TAKEN

If a costume due date entered takes place before the rental_date then cause an error

NOTES: __

Business Rule #9

RULE INFORMATION

Statement: _The Costume's returned date comes after the costume's checkout date

Constraint: _return date has to come after checkout date

Type: Database Oriented: X
 Application Oriented _

Category: Field Specific: _
 Relationship Specific: X

Test On: Insert: X
 Delete: _
 Update: _

STRUCTURES AFFECTED

Field Names: _Costume_rentedID, costume_rental_date, costume_due_date

Table Names: _Costume_rented

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _

Length:	_
Decimal Places:	_
Character Support:	_
Input Mask:	_
Display Format:	_

Logical Elements: Key Type: _

Key Structure:	_
Uniqueness:	_
Null Support:	_
Values Entered By:	_
Default Value:	_
Range of Values:	X
Comparisons Allowed:	_
Operations Allowed:	_
Edit Rule:	_

ACTION TAKEN

_ If a costume return date comes before costume checkout date, cause an error

NOTES: __

Business Rule #10

RULE INFORMATION

Statement: Sighting_Time must be before CURRENT_TIMESTAMP.

Constraint: The sighting_time being less than or equal to CURRENT_TIMESTAMP

Type: Database Oriented: X
 Application Oriented _

Category: Field Specific: X
 Relationship Specific: _

Test On: Insert: X
 Delete: _
 Update: _

STRUCTURES AFFECTED

Field Names: Sighting_Time

Table Names: Sightings

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
 Length: _
 Decimal Places: _
 Character Support: _
 Input Mask: _
 Display Format: _

Logical Elements: Key Type: _
 Key Structure: _
 Uniqueness: _
 Null Support: _
 Values Entered By: _
 Default Value: CURRENT_TIMESTAMP
 Range of Values: _
 Comparisons Allowed: X (Compare CURRENT_TIMESTAMP with the input)
 Operations Allowed: _
 Edit Rule: _

ACTION TAKEN

On insert, CHECK if the input is less than CURRENT_TIMESTAMP.

NOTES: _

Business Rule #11

RULE INFORMATION

Statement: A staff member can only rent five costumes at a time.

Constraint: The degree of participation from staff to costumes_rented is only limited to five, so there can only be five active rentals per staff member.

Type: Database Oriented: _
Application Oriented X

Category: Field Specific: _
Relationship Specific: X

Test On: Insert: X
Delete: _
Update: _

STRUCTURES AFFECTED

Field Names: _

Table Names: Costumes_Rented

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
Length: _
Decimal Places: _
Character Support: _
Input Mask: _
Display Format: _

Logical Elements: Key Type: _
Key Structure: _
Uniqueness: _
Null Support: _
Values Entered By: _
Default Value: _
Range of Values: _
Comparisons Allowed: X (Want to see how many active records in the costumes_rented table are associated with a particular staff member.)
Operations Allowed: _
Edit Rule: _

ACTION TAKEN

On insert, check if the staff member who is having a record inserted already has five active records associated with them.

NOTES: _

Business Rule #12

RULE INFORMATION

Statement: Once a customer has placed an order, the order cannot be deleted.

Constraint: Deletion of order records inside Orders.

Type: Database Oriented: X
 Application Oriented _

Category: Field Specific: _
 Relationship Specific: X

Test On: Insert: _
 Delete: X
 Update: _

STRUCTURES AFFECTED

Field Names: _

Table Names: Orders

FIELD ELEMENTS AFFECTED

Physical Elements: Data Type: _
 Length: _
 Decimal Places: _
 Character Support: _
 Input Mask: _
 Display Format: _

Logical Elements: Key Type: _
 Key Structure: _
 Uniqueness: _
 Null Support: _
 Values Entered By: _
 Default Value: _
 Range of Values: _
 Comparisons Allowed: _
 Operations Allowed: _
 Edit Rule: _

ACTION TAKEN

Use the Restrict delete rule and implement it with deny. Essentially on delete, check if the order exists in fulfilled_orders, and if it does, do not delete the order record from the Orders table.

NOTES: _

Business Rule #13

RULE INFORMATION

Statement: Once a pokemon has been bought, the pokemon cannot be deleted from the Pokemon_Inventory.

Constraint: Deletion of pokemon inside Pokemon_Inventory.

Type:	Database Oriented:	X
	Application Oriented	_

Category:	Field Specific:	_
	Relationship Specific:	X

Test On:	Insert:	_
	Delete:	X
	Update:	_

STRUCTURES AFFECTED

Field Names: _

Table Names: Pokemon_Inventory

FIELD ELEMENTS AFFECTED

Physical Elements:	Data Type:	_
	Length:	_
	Decimal Places:	_
	Character Support:	_
	Input Mask:	_
	Display Format:	_

Logical Elements:	Key Type:	_
	Key Structure:	_
	Uniqueness:	_
	Null Support:	_
	Values Entered By:	_
	Default Value:	_
	Range of Values:	_
	Comparisons Allowed:	_
	Operations Allowed:	_
	Edit Rule:	_

ACTION TAKEN

Use the Restrict delete rule and implement it with deny. Essentially on delete, check if the Pokemon_ID exists inside Fulfilled_Orders, and if it does, do not delete the record from the Pokemon_Inventory.

NOTES: _