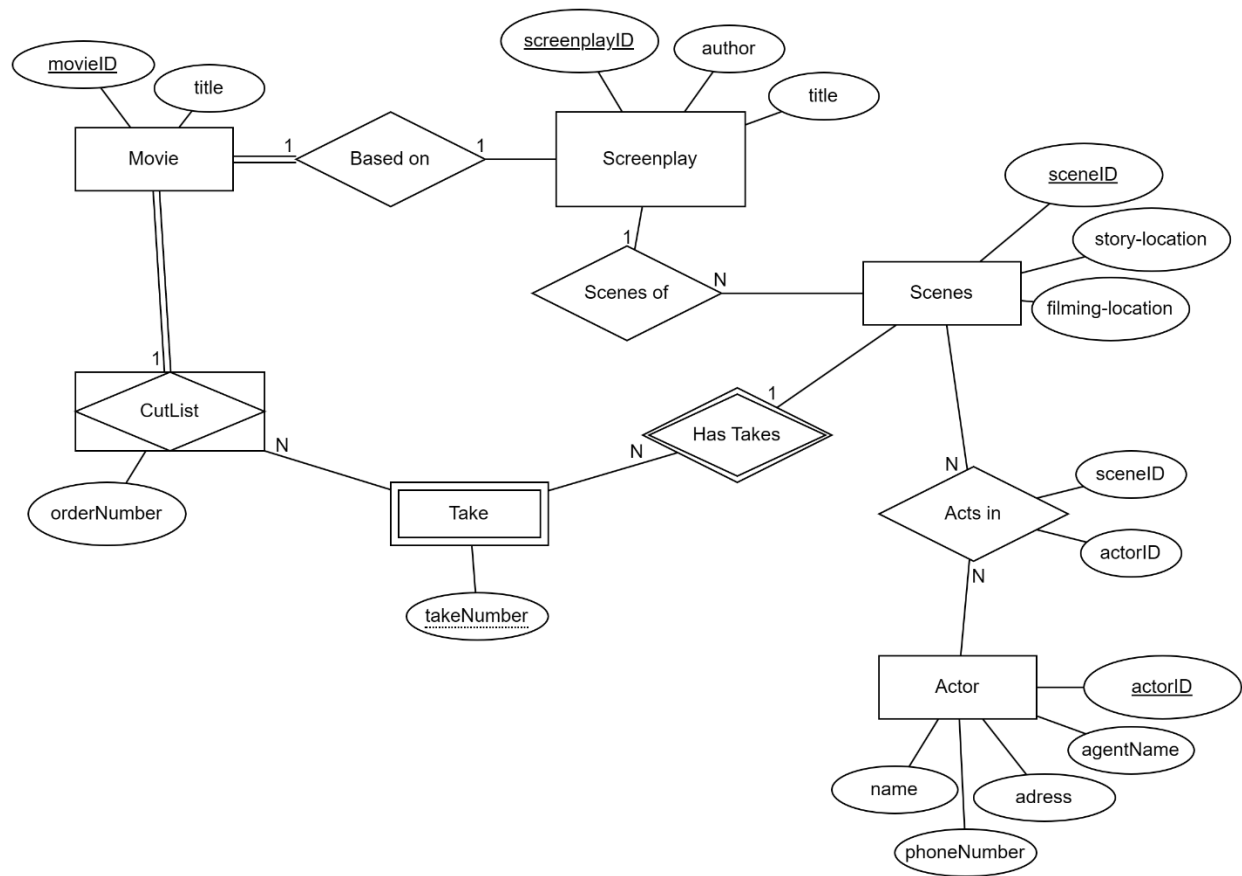
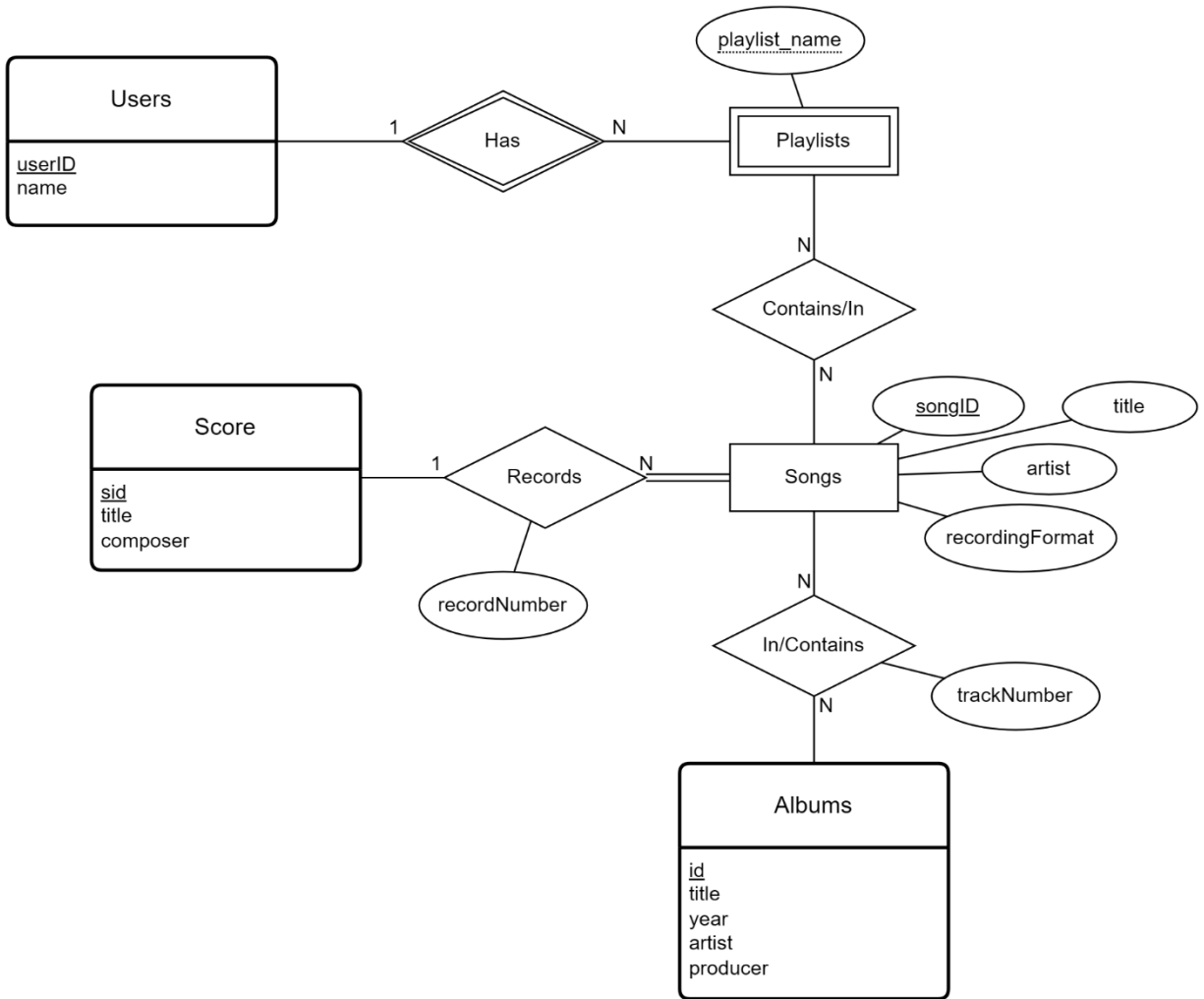


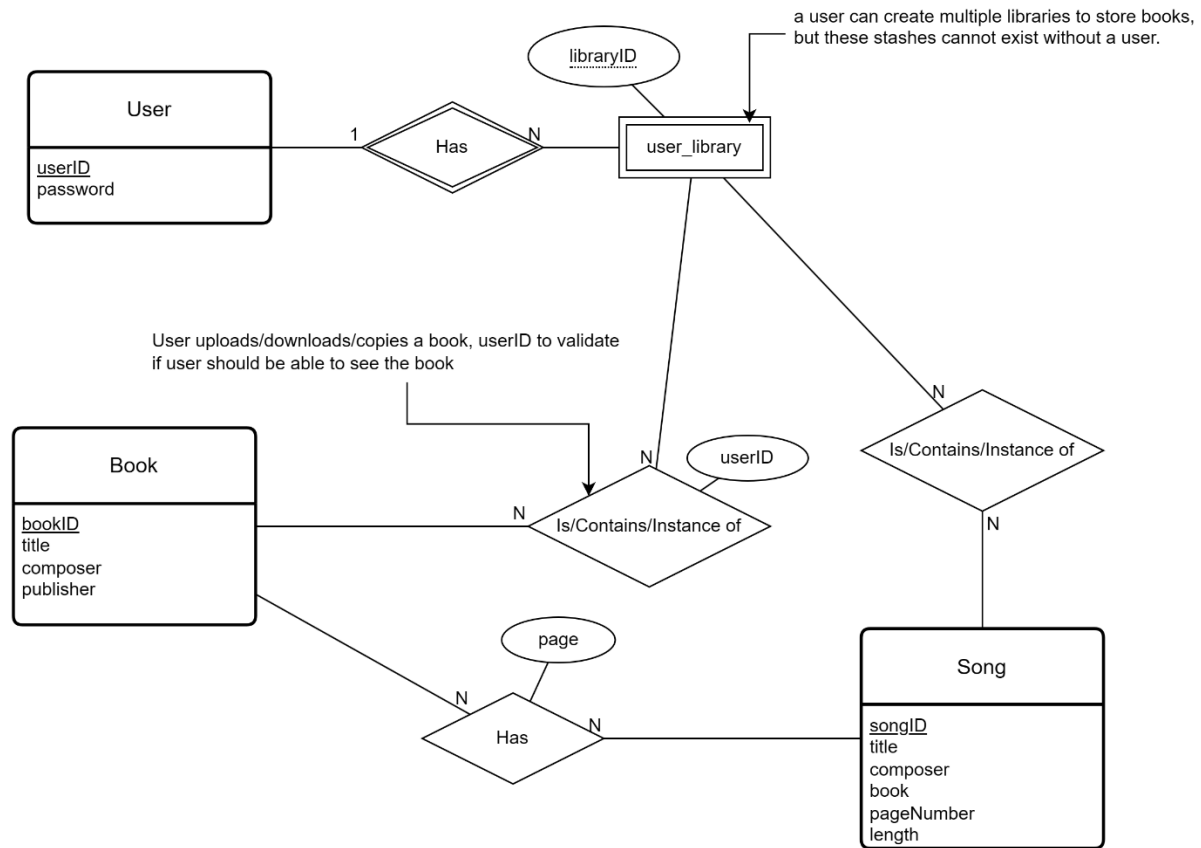
*blue means foreign keys



Movie				
<u>movieID</u>	title	screenplayID (fkey from screenplay)		
Screenplay				
<u>screenplayID</u>	title	author	sceneID (fkey from scenes)	
Scenes				
<u>sceneID</u>	story-location	filming-location	screenplayID (fkey from screenplay)	
Take				
<u>takeNumber</u>	sceneID (fkey from scenes)			
CutList				
orderNumber	takeNumber (fkey from scenes)	movieID (fkey from scenes)		
Actor				
<u>actorID</u>	name	phoneNumber	adress	agentName
Acts In				
<u>actorID</u> (fkey from actor)	sceneID (fkey from scenes)			

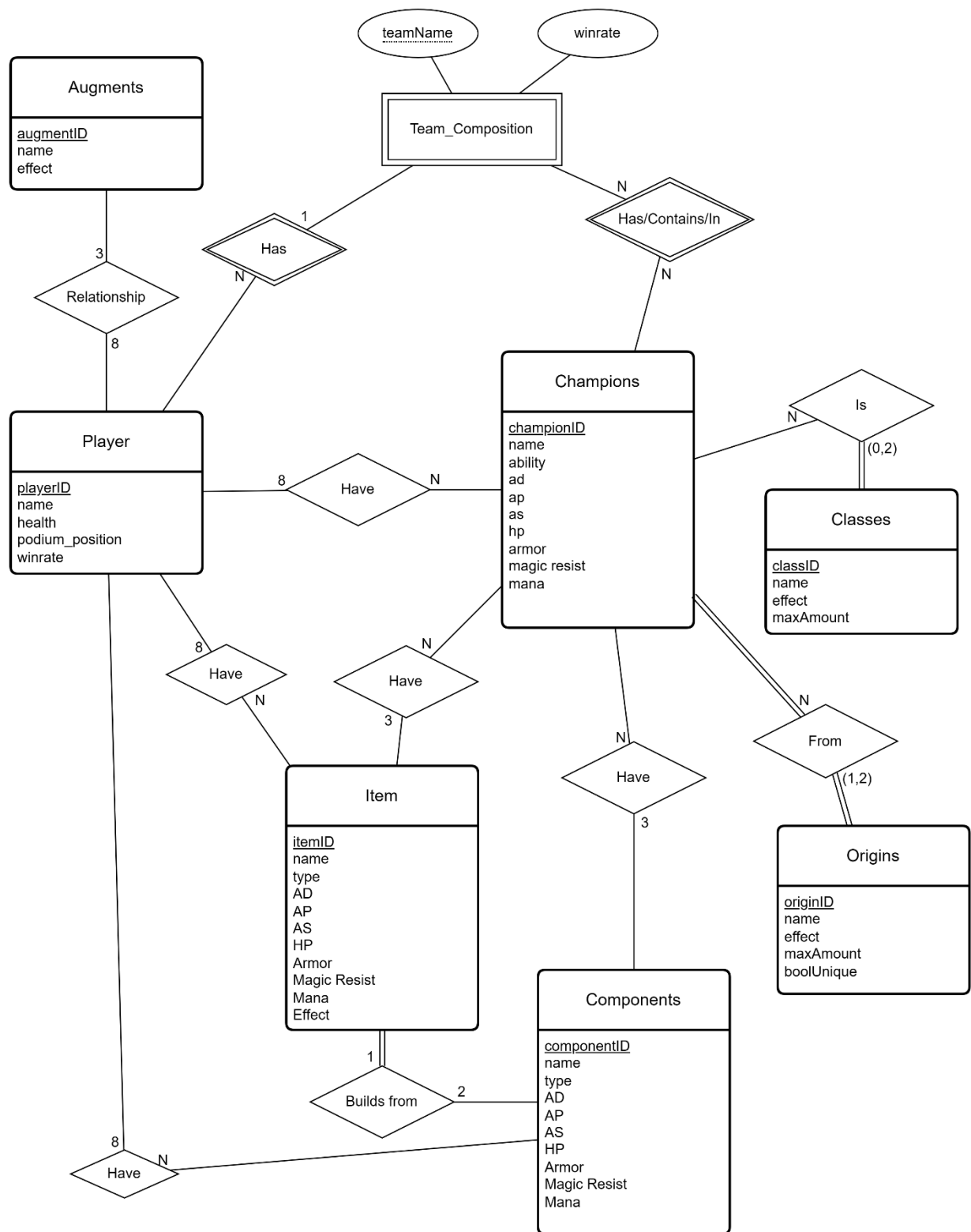


User					
<u>userID</u>	name	playlist_name (fkey from playlist)			
Playlist					
<u>playlist_name</u>	userID (fkey from user)	songID (fkey from songs)			
Score					
<u>sid</u>	title	composer			
Songs					
<u>songID</u>	title	artist	recordingFormat	recordNumber (fkey from records)	sid (fkey from scores)
Albums					
<u>id</u>	title	year	artist	producer	songID (fkey from songs)
Records					
<u>recordNumber</u>	sid (fkey from score)				
Album Songs					
<u>trackNumber</u>	songID (fkey from songs)	id (fkey from albums)			



User				
userID	password	libraryID (fkey from user_library)		
User_library				
libraryID	userID (fkey from userID)	bookID (fkey from book)	songID (fkey from song)	
Book				
bookID	title	composer	publisher	songID (fkey from song)
Song				
songID	title	composer	length	bookID (fkey from book)
Song in Book				
bookID (fkey from book)	songID (fkey from song)	page		

P4



Player

<u>playerID</u>	name	health	podium_position	winrate
teamName (fkey from team_comp) augmentID (fkey from augment) championID (fkey from champions)				
itemID (fkey from item componentID (fkey from component)				

Augment		
<u>augmentID</u>	name	effect

Team_composition			
<u>teamName</u>	winrate	<u>playerID</u> (fkey from player)	championID (fkey from champions)

Champions									
<u>championID</u>	name	ability	ad	ap	as	hp	armor	magic resist	mana
originID (fkey from origins)	classID (fkey from classes)	playerID (fkey from player)	componentID (fkey from component)	itemID (fkey from item					

Classes				
<u>classID</u>	name	effect	maxAmount	

Origins				
<u>originID</u>	name	effect	maxAmount	boolUnique

Item												
<u>itemID</u>	name	type	AD	AP	AS	HP	Armor	magic resist	mana	effect	playerID (fkey from player)	componentID (fkey from component)

Component											
<u>componentID</u>	name	type	AD	AP	AS	HP	Armor	magic resist	mana	playerID (fkey from player)	