Database Documentation

The final task of the assignment is to write documentation for your database. This should consist of the following:

- - A brief summary of the database: data source, license information, number of tables, number of attributes.

- - Document at least three business rules that are enforced by your database. Explain how these rules are expressed as table constraints.

- - Briefly explain the five queries you have submitted. What is their purpose?

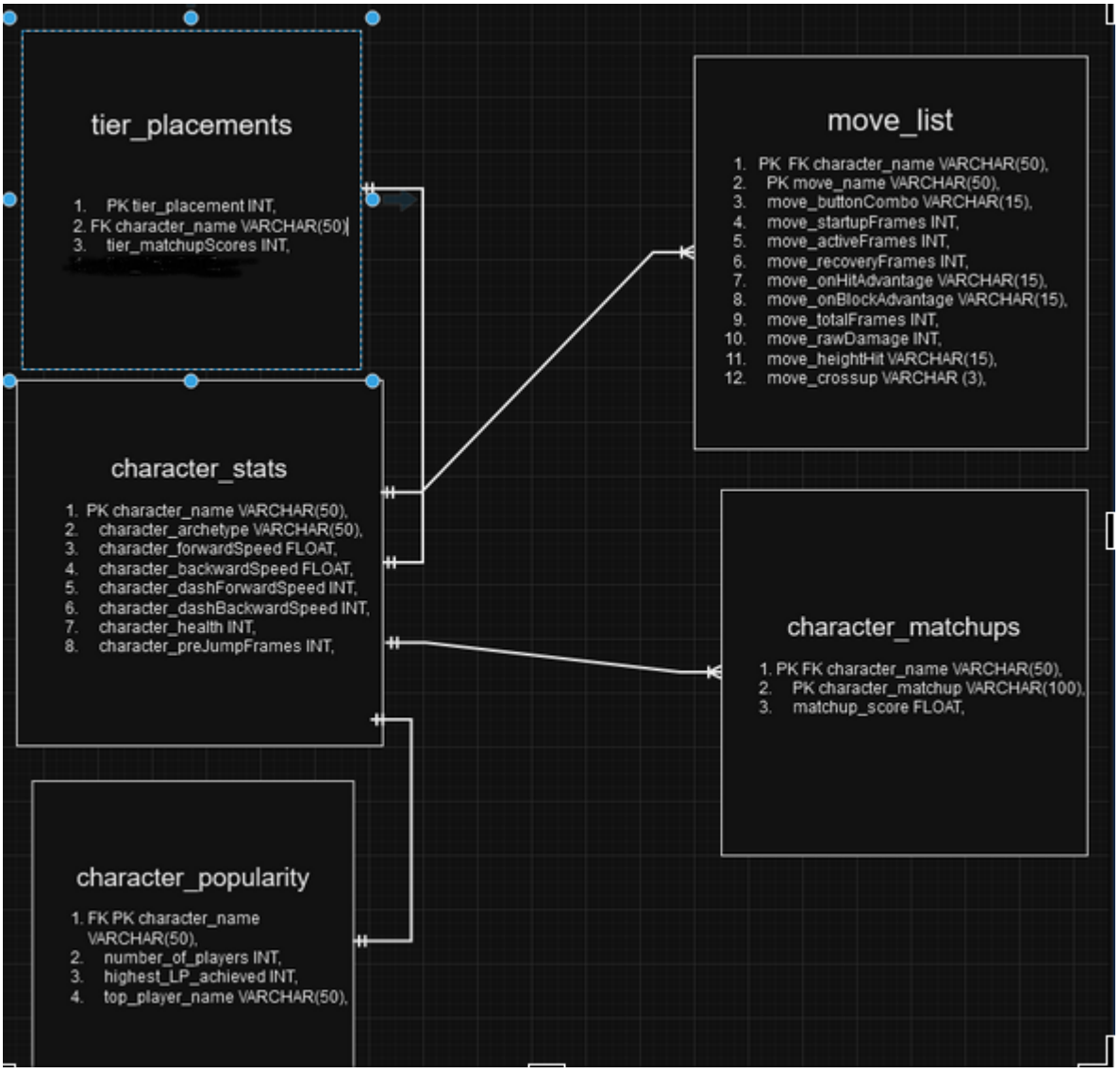
- - Explain how to use the stored procedures. The reader should be able to understand enough to know what

- information needs to be provided in the CALL(), what the procedure does, and what (if any) information is returned by OUT or INOUT variables.

1)

The data we've used in the database has been generated using chatGPT (https://chat.openai.com) and is composed of 5 tables :

- character_stats which uses 8 attributes
- tier_placement which uses 2 attributes
- move_list which uses 12 attributes
- character_popularity which uses 4 attributes
- character_matchups which uses 3 attributes.



2)ONE character can have MANY moves
ONE character can have MANY matchups
ONE character can have ONLY ONE tier_placement

3)
the first query uses the character_popularity table and shows the average number of players that play with characters whose names start with the letter B.

The second query joins the tables character_stats and character_popularity showing the user the attributes of a character and how popular they are.

The third query joins the tables character_stats and character_popularity and then obtains the average number of players for each character_archertype

The fourth query uses the third query as a subquery and obtains the average number of players between all archetypes

4)
The first procedure “rebalance_move” takes in 8 inputs, in order its character_name,move_name,move_startupFrames,move_activeFrames,move_recoveryFrames,move_onHitAdvantage,move_onBlockAdvantage,move_rawDamage. The first 2 inputs are to identify which move we’re going to rebalance, the next 5 inputs are how many frames are added or lowered to that specific section of the move, and the last input is how much damage should be added or removed from the move. All inputs are IN inputs. Nothing is returned from the procedure

The second procedure “remove_character” takes in 1 input: character_name and will then proceed to remove all information about that character if it's in the database.Nothing is returned from the procedure.