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CS340

3/12/2018

Updated Project Proposal

I will be making a database representing a strategy video game. The user will have fighters that can be organized into squads. The user will be able to equip fighters with powerful weapons and armor as well as obtain power-ups for their fighters.

The entities I will have in my database are:

- Fighters - They will have names, races, and classes
- Squads - A squad is a collection of Fighters. They will have names and a way to keep track of how much money they have.
- Weapons - These are the different weapons that are available in the game. They will have names, quality, type, damage, and durability attributes.
- Armor - These are the different armor sets that are available in the game. They will have names, quality, type, damage reduction, and durability attributes.
- Power-Ups - These are special increases in stats that fighters can obtain.

The relationships that I will have:

- Fighters belong to squads - One to many. A fighter can only be in one squad. While, a squad can have many fighters in it.
- Fighters equip weapons - One to one. A fighter can only equip one weapon and each weapon can only be equipped by one fighter.
- Fighters equip armor - One to one. A fighter can only equip one armor set and each armor set can only be equipped by one fighter
- Fighters can obtain power-ups - Many to many. Fighters can obtain many power-ups and many fighters can have the same power-ups.