

Projeto Lógico - Sistema de Personas

Player(User_Name, Money, HP, SP, Level, Cold weapon, shirt, pants, acessory, gun)

Exchange(SellerName, BuyerName, date)

SellerName -> Player(User_Name)

BuyerName -> Player(User_Name)

Persona(cod, Type, Name)

Itens(PersonaCod, codItem, playerName)

PersonaCod -> Persona(cod)

playerName -> Player(User_Name)

Attacks(PersonaCod, Attack)

PersonaCod -> Persona(cod)

Wild_Persona(cod)

cod -> Persona(cod)

Player_Persona(cod, PlayerName)

cod -> Persona(cod)

PlayerName -> Player(User_Name)

Team_persona(cod)

cod -> Player_Persona(cod)

Sold_Persona(cod, Cost)

cod -> Player_Persona(cod)

Prison(PrisionID, [Team_personaCod])
Team_personaCod -> Team_persona(cod)

Reward(type)

battle(Team_personaCod, Wild_PersonaCod, Battle_Id ,
Result, PlayerName, RewardType)
Team_personaCod -> Team_persona(cod)
Wild_PersonaCod -> Wild_Persona(cod)
PlayerName -> Player(User_Name)
RewardType -> Reward(type)