“The Goonies” Group Database Project: Mini-World

The mini-world being described by our database is a game of Dungeons and Dragons 5th Edition. Our world contains characters, items, and events categorized into our entities. Our strong entities are Party, Monster, Encounter, Location, and NPC (which stands for “Non-Player Character”). Our weak entity is Loot which also has multiple specializations. Loot can be a weapon, a magical item, a valuable (like gems), or an ingredient.

The Party entity contains attributes which describe the player characters participating in the campaign. The “code name” attribute functions like an ID, since multiple characters can theoretically have the same name. There are also other important player stats like HP (Health Points), AC (Armor Class), Lvl (Level), Class, Subclass, and Inventory. Inventory is a multi-valued attribute. These are important for describing the player characters for combat situations.

The Monster entity contains attributes similar to the Party entity also for combat situations. In D&D, Monsters can also have extra “legendary” moves or “boss” status that need to be monitored for combat. Some rules of the game also depend on the “Type” of monster, so that also needs to be tracked. It is important to note that the Monster entity is used generally for creatures with stat blocks for combat. Meanwhile, the NPC entity is used for allied or neutral characters that likely don’t have combat stat blocks prepared.

The Encounter entity is used for events involving many characters beginning in a certain location. An encounter often implies combat, but this is not necessarily always the case. An encounter occurs during some arc of a campaign as part of some ongoing quest. Not all quests are directed at the main objective of the story arc, however, so some encounters may be marked as occurring in a side quest.

The Location entity is used to keep track of the environment that the characters exist in. Some locations can have special terrain, special conditions, or traps. Also many locations are towns which are generally safe to be in or have important qualities for the story. Encounters start in locations and involve characters from the Party, Enemy, and NPC entities.

The NPC entity is used for non-player characters. These are characters which are neutral or allied with the Players. They usually don’t have a stat block prepared, since they aren’t intended for combat. An NPC can be related to a quest or story arc, they can be a temporary ally, or they can be a vendor.

The Loot entity is used for items discovered in locations. This usually happens after an encounter when players check the enemies for useful items. Sometimes Loot is just in a location without being related to an enemy. All Loot has a name and a monetary value, but Loot can be further categorized into subclasses with different qualities. Weapons can be used in combat. Magical items have special effects either in or out of combat. Valuable items can have a large monetary value and sometimes additional uses like in spells. Ingredients are necessary for potion brewing.