

**User**(username, password)

**PaymentDetails**(username, creditcard\_no, email)

FK  $\subseteq$  User(username)

**Player**(username)

FK  $\subseteq$  User(username)

**Administrator**(username)

FK  $\subseteq$  User(username)

**Permission**(permission\_name)

**AdministratorsPermissions**(username, permission\_name)

FK  $\subseteq$  User(username)

FK  $\subseteq$  Permission(permission\_name)

**Character**(name)

**CharacterSkill**(skill)

**CharactersSkills**(skill, character\_name)

FK  $\subseteq$  Character(character\_name)

FK  $\subseteq$  Skill(skill)

**Fight**(place, date\_time)

**CharacterInFight**(character\_name, Fight\_date, Fight\_place)

FK  $\subseteq$  Character(character\_name)

FK  $\subseteq$  Fight(Fight\_date, Fight\_place)

**Weapon**(name, character\_name)

FK  $\subseteq$  Character(character\_name)

**Guild**(name, guild\_master, estate\_worth)

FK  $\subseteq$  Character(guild\_master)

**CharacterGuildMembership**(guild\_name, character\_name)

FK  $\subseteq$  Character(character\_name)

FK  $\subseteq$  Guild(guild\_name)

**GuildEnemy**(enemy\_of, enemy\_to)

FK  $\subseteq$  Guild(enemy\_of)

FK  $\subseteq$  Guild(enemy\_to)

