

creature

🔑 creature_ID: DECIMAL
creature_type: VARCHAR
first_name: VARCHAR
last_name: VARCHAR
nickname: VARCHAR

creature_achievement

🔑 creature_ID: DECIMAL
achievement_ID: DECIMAL
skills_used: VARCHAR

creature_skill

🔑 creature_id: DECIMAL
skill_id: DECIMAL

achievement

🔑 achievement_ID: DECIMAL
name: VARCHAR
score: DECIMAL
achievement_prequisites: ...
achievement_level: BLOB

skill

🔑 skill_ID: DECIMAL
skill_name: VARCHAR
skill_level: VARCHAR
skill_constraints: VARCHAR



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🔑 skill_level: varchar
skills_used: VARCHAR

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name: VARCHAR
score: DECIMAL
achievement_prequisites: ...
achievement_level: BLOB

skill

🔑 skill_ID: DECIMAL
skill_name: VARCHAR
skill_level: VARCHAR
skill_constraints: VARCHAR



creature

🔑 creature_ID: serial8
creature_type: varchar(0)
first_name: varchar(0)
last_name: varchar(0)
nickname: varchar(0)

creature_achievement

🔑 creature_ID: numeric(19, 0)
🔑 achievement_ID: numeric(...
🔑 skill_level: varchar(0)
skills_used: varchar(0)

creature_skill

🔑 creature_id: numeric(19, 0)
🔑 skill_id: numeric(19, 0)

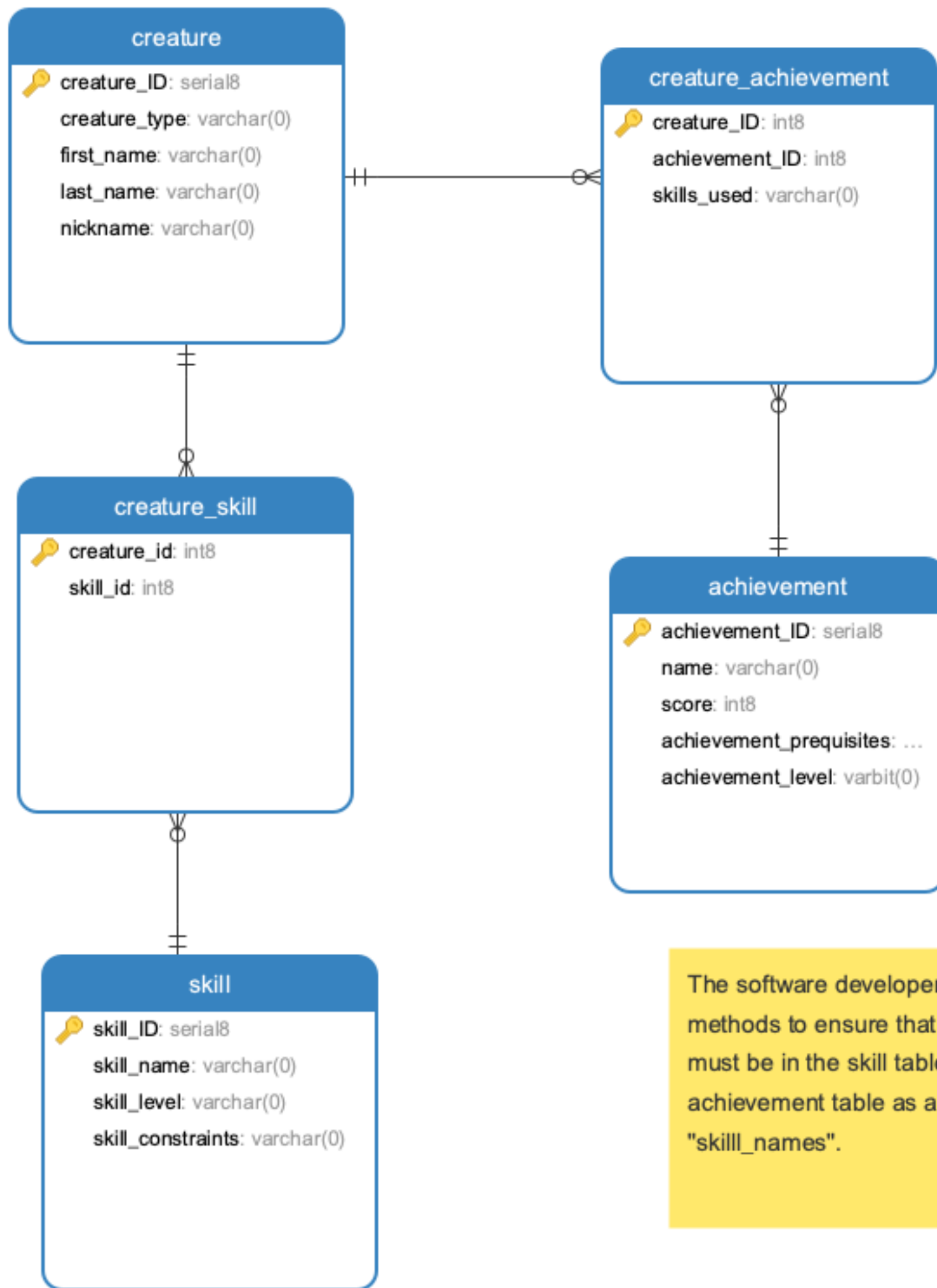
achievement

🔑 achievement_ID: serial8
name: varchar(0)
score: numeric(19, 0)
achievement_prequisites: ...
achievement_level: varcha...

skill

🔑 skill_ID: serial8
skill_name: varchar(0)
skill_level: varchar(0)
skill_constraints: varchar(0)





The software developer will use programmatic methods to ensure that "skills_used" must be in the skill table, and will be stored in the achievement table as a comma separated list of "skills_used".

The software developer will use programmatic methods to ensure that "achievement_prerequisites" must be in the skill table, and will be stored in the achievement table as a comma separated list of "skill_names".