

Progetto per Basi di Dati

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1 Descrizione

This database contains information on tolls a player needs to pay to be able to travel from one dimension to another (which is unlocked by completing a set of quests). It needs the player to have a certain amount of achievements completed, be in a guild that is not considered evil (e.g. player killers), have unmodified/achievement complying weapons. All of which is verified by an npc, and only sells them a pass if they checks are TRUE.

2 Schema concettuale

Entity 1	Relationship	Entity 2
Player (1:1)	Pay	NPC (1:1)
Player (0:1)	Complete	Quest (0:N)
Player (0:1)	Own	Player_item (1:N)
Player_item (1:N)	Legal_item	Achievement (1:N)
Player (0:N)	Belong	Guild (1:1)
NPC (1:1)	Checks_Affiliation	Guild (0:1)
NPC (1:1)	Checks_Achieved	Achievement (0:N)
Player (0:N)	Travel	Dimension (1:1)
NPC (1:1)	Travel_permit	Player (1:1)
Dimension (1:1)	Complete	Quest(1:N)

Table 1: Entity-Relationship Descriptions

3.2 Relazioni

Relazioni	Descrizione	Componenti	Attributi
Pay	Payment from player to NPC	Player (1:1), NPC (1:1)	payment_id, timestamp
Complete	Completion of quests by players	Player (0:1), Quest (0:N)	completion_id, completion_time
Own	Ownership of items by players	Player (0:1), Player_Item (1:N)	player_id, item_id, quantity
Earn	Earning of achievements by players	Player (0:1), Achievement (0:N)	earn_id, earn_date
Belong	Membership of players in guilds	Player (0:1), Guild (1:N)	guild_id, player_id
Checks_Alignment	NPC checks alignment of guild	NPC (1:1), Guild (0:1)	npc_id, guild_id
Checks_Achievement	NPC checks player's achievements	NPC (1:1), Achievement (0:N)	npc_id, achievement_id
Checks_Illegal_items	NPC checks player's items	NPC (1:1), Player_Item (0:N)	npc_id, player_id, item_id
Checks_Quest	NPC checks player's quests	NPC (1:1), Quest (0:N)	npc_id, quest_id
Travel	Player travels to a dimension	Player (0:N), Dimension (1:1)	travel_id, dimension_id, permit (Boolean)
Travel_permit	NPC grants travel permits to dimensions	NPC (1:1), Dimension (1:1)	npc_id, dimension_id