

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 Concetuale

| 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 (0:1) | Earn | Achievement (0:N) |
| Player (0:1) | Belong | Guild (1:N) |
| NPC (1:1) | Checks_Alignment | Guild (0:1) |
| NPC (1:1) | Checks_Achievement | Achievement (0:N) |
| NPC (1:1) | Checks_Illegal_items | Player_item (0:N) |
| NPC (1:1) | Checks_Quest | Quest (0:N) |
| Player (0:N) | Travel | Dimension (1:1) |
| NPC (1:1) | Travel_permit | Dimension (1:1) |

Table 1: Entity-Relationship Descriptions