The database we have created is intended to store information about a Massive Multiplayer Online game. It keeps track of registered players, the characters the player controls, and the attributes, skills and items possessed by each of those characters. The amount of data to track for an MMO is massive. It must account for several thousands or millions of unique players. These players will most likely create multiple characters and the game must keep track of who each character belongs to. On top of this, individual characters have the ability of ranking up, collecting items, and acquiring new skills. The database must then track instances of items and skills that characters acquire as well as updating their stats (strength, health, and level).