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 leveling 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). In an actual game, these entities, attributes and relationships would presumably be created and updated automatically as the player created characters and progressed through the game. Since we do not have an actual game to make these events happen, we have implemented the sort of interface an administrator might conceivably use to view the tables and, if desired, edit the values and relationships in them.