1.Player (plyr)

Represents an individual participating in the Quest of Legends game, with attributes like Player ID, username, account creation date, and player level.

Main Table Types:

Dimension Table: t_plyr_dim — Contains player demographic and profile information.

Fact Table: t_plyr_fact — Logs player activities and achievements over time.

Bridge Dimension Table: t_plyr_skill_bridge — Connects players with various skills, enabling a many-to-many relationship between players and skill sets.

2.Game Quest (qst)

Represents specific quests players undertake, including attributes like Quest ID, name, difficulty level, and rewards.

Main Table Types:

Dimension Table: t_qst_dim — Stores descriptive data on each quest, such as quest goals and requirements.

Fact Table: t_qst_fact — Records metrics such as quest duration, player attempts, and success rate.

Bridge Dimension Table: t_qst_zone_bridge — Connects quests to map zones for location-based interactions.

3. Map Zone (zone)

Represents distinct map zones, each with characteristics like zone name, difficulty, and environmental hazards.

Main Table Types:

Dimension Table: t_zone_dim — Contains zone-specific details like size, terrain, and in-game resources.

Bridge Dimension Table: t_zone_qst_bridge — Links zones to quests for tracking zone-based quest interactions.

4. In-Game Purchase (purch)

Represents purchases made by players, including items like weapons, potions, and armor upgrades.

Main Table Types:

Dimension Table: t_purch_dim — Describes each purchasable item.

Fact Table: t_purch_fact — Holds transactional data on purchases, including timestamps, item type, and cost.

5. Skill (skl)

Represents specific skills that players can acquire, such as "Stealth" or "Battle Rage."

Main Table Types:

Dimension Table: t_skl_dim — Stores descriptive information on each skill.

Bridge Dimension Table: t_skl_plyr_bridge — Facilitates many-to-many relationships between players and skills.