

Warriors - by Erin Hunter

I will be creating my database representing the Warriors world. This is a world from my favorite fictional book series Warriors by Erin Hunter. This is basically following six clans of cats throughout their lives. This world is similar to our own world with clans being families but functioning rather like villages or small cities. With these relationships and characteristics in mind I believe this will make a good candidate for this project. This database would also make it easier for a new reader to get an understanding of the hierarchy of the clans internally.

Database Entities: [These are all going to be the most recent values in the series.]

- Characters - This will include the characters name (varchar), age (int), lives left (int), mother's name (varchar), and father's name (varchar).
- Certifications - This will be what skill level the character is at (varchar) as well as [because of the level] what skills they are allowed to perform within the clan (varchar).
- Jobs - This will be what each one is or can be 'employed' as (varchar).
- Clans - This will be which clan they come from (varchar) and the current population (int).

Database Relationships:

- Characters belong to clans. This is a one to many relationship because, one character can be part of up to two clans with mother and father belonging [at the time] to different clans.
- Characters have duties they perform. This is a many to many relationship because, many characters can have many duties based on their current skill level.
- Characters have jobs. This is a many to many relationship because each character can have the same 'main' job but also a couple of jobs that they are qualified to substitute for if someone is seriously unavailable.
- Characters have subordinates. This is a one to many relationship, because each character has a superior [special case: the leader does not have a superior] but one superior can have many subordinates.