

CPNV

DB MMORPG

Data Dictionary

22.01.2021
























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Legend

-  Primary key
-  Primary key disabled
-  User-defined primary key
-  Unique key
-  Unique key disabled
-  User-defined unique key
-  Active trigger
-  Disabled trigger
-  Many to one relation
-  User-defined many to one relation
-  One to many relation
-  User-defined one to many relation
-  Many to many relation
-  User-defined many to many relation
-  One to one relation
-  User-defined one to one relation
-  Input
-  Output
-  Input/Output
-  Uses dependency
-  User-defined uses dependency
-  Used by dependency
-  User-defined used by dependency

1. Tables

1.1. Table: areas



Columns

	Name	Data type	Description / Attributes
	id	int	Identity / Auto increment
	name	varchar(45)	
	nbPlayers	varchar(45)	
	worlds_id	int	Nullable References: worlds

Links to

Table	Join	Title / Name / Description
 worlds	areasworlds_id = worldsid	FK__areas__worlds_id__4222D4EF

Linked from



Table	Join	Title / Name / Description
 areas_has_enemies	areasid = areas_has_enemiesareas_id	FK__areas_has__areas__6A30C649
 areas_has_NPCs	areasid = areas_has_NPCsareas_id	FK__areas_has__areas__6754599E

Unique keys



Columns	Name / Description
 id	PK__areas__3213E83FC52AB83B
 name	UQ__areas__72E12F1BA30DF7E5

1.2. Table: areas_has_enemies

Columns



Name		Data type	Description / Attributes
	areas_id	int	Nullable References: areas
	enemies_id	int	Nullable References: enemies

Links to



Table		Join	Title / Name / Description
	areas	areas_has_enemies areas_id = areasid	FK_areas_has__areas__6A30C649
	enemies	areas_has_enemies enemies_id = enemiesid	FK_areas_has__ennem__6B24EA82

1.3. Table: areas_has_NPCs

Columns





Name		Data type	Description / Attributes
	areas_id	int	Nullable References: areas
	NPCs_id	int	Nullable References: NPCs

Links to

Table		Join	Title / Name / Description
	areas	areas_has_NPCsareas_id = areasid	FK_areas_has__areas__6754599E
	NPCs	areas_has_NPCsNPCs_id = NPCsid	FK_areas_has__NPCs__68487DD7

1.4. Table: categories



Columns

Name		Data type	Description / Attributes
 	id	int	Identity / Auto increment
 	type	varchar(45)	

Linked from






Table	Join	Title / Name / Description
 items	categories id = itemscategories_id	FK_items__categorie__4D94879B

Unique keys

Columns		Name / Description
	id	PK__categori__3213E83FDD9C759D
	type	UQ__categori__E3F85248E1D986DB

1.5. Table: classes



Columns

Name			Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		description	varchar(255)	

Linked from








Table	Join	Title / Name / Description
 players	classes id = playersclasses_id	FK_players_classes__300424B4

Unique keys


Columns	Name / Description
 id	PK_classes__3213E83F7DA0810B
 name	UQ_classes__72E12F1BC73ED210

1.6. Table: enemies



Columns

Name			Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		level	int	
		description	varchar(255)	Nullable
		types_id	int	Nullable References: types

Links to

Table	Join	Title / Name / Description
 types	enemies types_id = typesid	FK_enemies__types___5441852A

Linked from



Table	Join	Title / Name / Description
 areas_has_enemies	enemies id = areas_has_enemiesenemies_id	FK_areas_has__ennem_6B24EA82
 enemies_has quests	enemies id = enemies_has_questsenemies_id	FK_enemies__ennem_619B8048

Unique keys



Columns	Name / Description
 id	PK_enemies__3213E83FD68E75AA
 name	UQ_enemies__72E12F1B125D5924

1.7. Table: enemies_has quests

Columns







Name		Data type	Description / Attributes
	enemies_id	int	Nullable References: enemies
	quests_id	int	Nullable References: quests

Links to

Table		Join	Title / Name / Description
	enemies	enemies_has_quests enemies_id = enemiesid	FK_enemies__ennem__619B8048
	quests	enemies_has_quests quests_id = questsid	FK_enemies__quest__628FA481

1.8. Table: guilds



Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(45)	
	nbPlayers	int	
	level	int	

Linked from



Table	Join	Title / Name / Description
← guilds_has_quests	guilds id = guilds_has_questsguilds_id	FK_guilds_ha_guild__6477ECF3
← players	guilds id = playersguilds_id	FK_players_guilds__2F10007B

Unique keys



Columns		Name / Description
 id		PK_guilds__3213E83F99C2F41B
 name		UQ_guilds__72E12F1B9CF0FD1C

1.9. Table: guilds_has quests

Columns







Name		Data type	Description / Attributes
	guilds_id	int	Nullable References: guilds
	quests_id	int	Nullable References: quests

Links to


Table	Join	Title / Name / Description
 guilds	guilds_has_quests guilds_id = guildsid	FK_guilds_ha_guild_6477ECF3
 quests	guilds_has_quests quests_id = questsid	FK_guilds_ha_quest_656C112C

1.10. Table: items


Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(45)	
	description	varchar(255)	
	categories_id	int	Nullable References: categories

Links to

Table	Join	Title / Name / Description
 categories	items categories_id = categoriesid	FK_items__categorie__4D94879B

Linked from






Table	Join	Title / Name / Description
 players_has_items	items id = players_has_itemsitems_id	FK_players_h__items__59FA5E80

Unique keys

Columns		Name / Description
 id		PK__items__3213E83FA77F1445
 name		UQ__items__72E12F1B295BEF7B

1.11. Table: NPCs



Columns

Name			Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		interaction	bit	

Linked from












Table	Join	Title / Name / Description
 areas_has_NPCs	NPCs id = areas_has_NPCsNPCs_id	FK_areas_has__NPCs__68487DD7

Unique keys




Columns	Name / Description
 id	PK_NPCs__3213E83FDB1C62C8
 name	UQ_NPCs__72E12F1B1FDFA4B2

1.12. Table: players

Columns

	Name	Data type	Description / Attributes
 	id	int	Identity / Auto increment
	surname	varchar(20)	
	password	varchar(45)	
 	email	varchar(45)	
	birthday	date	
	level	int	
	guilds_id	int	Nullable References: guilds
	classes_id	int	Nullable References: classes
	races_id	int	Nullable References: races



Links to

Table	Join	Title / Name / Description
 classes	players classes_id = classesid	FK_players_classes__300424B4
 guilds	players guilds_id = guildsid	FK_players_guilds__2F10007B
 races	players races_id = racesid	FK_players_races_i__30F848ED

Linked from



Table	Join	Title / Name / Description
 players_has_items	players id = players_has_itemsplayers_id	FK_players_h_playe__59063A47
 players_has quests	players id = players_has_questspayers_id	FK_players_h_playe__5BE2A6F2
 players_has_spells	players id = players_has_spellspayers_id	FK_players_h_playe__5629CD9C
 players_has_worlds	players id = players_has_worldspayers_id	FK_players_h_playe__5EBF139D
 quests	players id = questspayers_id	FK_quests_players__3B75D760
 servers	players id = serverspayers_id	FK_servers_players__46E78A0C

Unique keys



Columns	Name / Description
 id	PK_players__3213E83F2DF18FE0
 email	UQ_players__AB6E61648E3663B8

1.13. Table: players_has_items

Columns



Name		Data type	Description / Attributes
	players_id	int	Nullable References: players
	items_id	int	Nullable References: items

Links to



Table		Join	Title / Name / Description
	items	players_has_items items_id = itemsid	FK_players_h_items_59FA5E80
	players	players_has_items players_id = playersid	FK_players_h_playe_59063A47

1.14. Table: players_has_ques

Columns



Name		Data type	Description / Attributes
	players_id	int	Nullable References: players
	quests_id	int	Nullable References: quests

Links to



Table		Join	Title / Name / Description
	players	players_has_ques players_id = playersid	FK_players_h_playe_5BE2A6F2
	quests	players_has_ques quests_id = questsid	FK_players_h_quest_5CD6CB2B

1.15. Table: players_has_spells

Columns



Name		Data type	Description / Attributes
	players_id	int	Nullable References: players
	spells_id	int	Nullable References: spells

Links to



Table		Join	Title / Name / Description
	players	players_has_spells players_id = playersid	FK_players_h_playe__5629CD9C
	spells	players_has_spells spells_id = spellsid	FK_players_h_spell__571DF1D5

1.16. Table: players_has_worlds

Columns

Name		Data type	Description / Attributes
	players_id	int	Nullable References: players
	worlds_id	int	Nullable References: worlds








Links to

Table		Join	Title / Name / Description
	players	players_has_worlds players_id = playersid	FK_players_h_playe__5EBF139D
	worlds	players_has_worlds worlds_id = worldsid	FK_players_h_world__5FB337D6


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1.17. Table: quests




Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(45)	
	description	varchar(255)	Nullable
	ExperienceGained	int	
	players_id	int	Nullable References: players

Links to

Table	Join	Title / Name / Description
 players	quests players_id = playersid	FK_quests_players__3B75D760

Linked from






Table	Join	Title / Name / Description
 enemies_has_quests	quests id = enemies_has_questsquests_id	FK_enemies__quest_628FA481
 guilds_has_quests	quests id = guilds_has_questsquests_id	FK_guilds_ha_quest_656C112C
 players_has_quests	quests id = players_has_questsquests_id	FK_players_h_quest_5CD6CB2B

Unique keys


Columns		Name / Description
	id	PK_quests__3213E83F9FF988CE
	name	UQ_quests__72E12F1BD898E486

1.18. Table: races



Columns

		Name	Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		description	varchar(255)	

Linked from








Table		Join	Title / Name / Description
	players	races id = playersraces_id	FK_players__races_i_30F848ED

Unique keys



Columns		Name / Description
	id	PK_races__3213E83F27312525
	name	UQ_races__72E12F1BC04DAF05

1.19. Table: servers


Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(45)	
	nbPlayer	int	
	worlds_id	int	Nullable References: worlds
	players_id	int	Nullable References: players

Links to









Table	Join	Title / Name / Description
 players	servers players_id = playersid	FK_servers_players__46E78A0C
 worlds	servers worlds_id = worldsid	FK_servers_worlds__45F365D3

Unique keys

Columns		Name / Description
	id	PK_servers__3213E83F4A45DA69
	name	UQ_servers__72E12F1B9F2D8FCD

1.20. Table: spells



Columns

		Name	Data type	Description / Attributes
		id	int	Identity / Auto increment
		name	varchar(45)	
		cost	int	
		cooldown	int	
		level	int	
		description	varchar(255)	

Linked from



	Table	Join	Title / Name / Description
←	players_has_spells	spellsid = players_has_spellspells_id	FK_players_h_spell_571DF1D5

Unique keys

		Columns	Name / Description
		id	PK_spells__3213E83F00D6883F
		name	UQ_spells__72E12F1B697C1A27

1.21. Table: types



Columns

Name		Data type	Description / Attributes
	id	int	Identity / Auto increment
	type	varchar(45)	

Linked from





Table	Join	Title / Name / Description
 enemies	typesid = enemiestypes_id	FK_enemies_types__5441852A

Unique keys




Columns		Name / Description
	id	PK_types__3213E83FFFA16FC
	type	UQ_types__E3F852482055637F

1.22. Table: worlds



Columns

Name		Data type	Description / Attributes
	 id	int	Identity / Auto increment
	 name	varchar(100)	

Linked from

Table	Join	Title / Name / Description
 areas	worlds id = areasworlds_id	FK_areas_worlds_id_4222D4EF
 players_has_worlds	worlds id = players_has_worldsworlds_id	FK_players_h_world_5FB337D6
 servers	worlds id = serversworlds_id	FK_servers_worlds__45F365D3

Unique keys

Columns		Name / Description
 id		PK_worlds__3213E83F0F76A5B5
 name		UQ_worlds__72E12F1BD5FB1B5C