Military Database Management System

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Description:

System will serve for military management purposes.

The motivation and goal is to keep track of personnel, equipment, vehicles and missions across multiple bases. Recording the dates in some entities will ensure we perserve useful historical data.

Entites & Relationships

Relationships

- Military Member has 1 or N Specialties. Specialty can belong to 0 or N members.
- Military Member has 1 Rank. Rank can belong to 0 or N members.
- Military Member has 0 or 1 supervisor (recursive relationship with another member).
- Military Member (must be sergeant or higher rank) can manage 0 or N Missions. Each Mission is managed by 1 Military Member (must be sergeant or higher rank).
- Mission is located in 1 Location. Location can have 0 or N Missions.
- Military Base IS-A Personnel facility or Storage facility.
- Military Member belongs to 0 or 1 Military Base (Personnel facility). Military Base (Personnel facility) has 0 or N Military Members.
- Military Base is located in 1 Location. Location can have 0 or N Military Bases.
- Military Member can participate in only 1 Mission at a time but can be in multiple when they end, Mission can have 1 or N Military Members.
- Vehicle is assigned to 0 or 1 Military Base (Storage facility). Military Base (Storage facility) can have 0 or N Vehicles.
- Equipment originates from 0 or 1 Military Base (Storage facility). Military Base (Storage facility) can have multiple Equipment.
- Military Member owns 0 or N Equipment, Equipment is owned by 0 or 1 Military Member.
- Military Member drives 0 or 1 Vehicle, Vehicle is driven by 0 or 1 Military Member.
- Mission Participation (Military Member+Mission) can be awarded 0 or 1 Service Medals. Mission Participation can have 0 or 1 Service Medals.
- Vehicle is one Type.
- Equipment is one Type.
- Service Medal is one Type.

Entities

1. Military Member

- soldier_id (unique member identifier)
- first_name
- last_name
- rank_id (references Rank)
- date_of_joining
- base_id (references Military Base (Personnel facility)) might be null

2. Rank

- rank_id (unique identifier)
- name (e.g., soldier, sergeant, captain)
- description (optional)

3. Specialty

- specialty_id (unique identifier)
- name (e.g., pilot, tank operator, medic, mechanic, ...)
- description (optional)

4. Military Base

- base id (unique identifier)
- name
- type (Personnel facility or Storage facility)
- location_id (references Location)

5. Location

- location_id
- country
- city

6. Equipment

- equipment_id
- current_owner_id (references Military Member) might be null
- equipment_type_id (references Equipment Type)
- status (functional, broken)
- from_base_id (references Military Base (Storage facility)) might be null

7. Equipment Type

- equipment_type_id
- type (e.g., weapon, communication device, uniform, etc.)

8. Vehicle

- vehicle_id
- current_driver_id (references Military Member) might be null
- vehicle_type_id (references Vehicle Type)
- from_base_id (references Military Base (Storage facility)) might be null

9. Vehicle Type

- vehicle_type_id
- model_name

• name (e.g., aircraft, tank, helicopter, transporter, etc.)

10. Mission

- mission_id
- name
- description (mission objective)
- start_date
- end_date
- status (planned, active, completed, cancelled)
- commander_id (references Military Member); Only Rank allowed: Sergeant or higher
- location_id (references Location)

11. Service Medal (Weak Entity)

- mission participation id (references Mission Participation)
- award_date
- service_medal_type_id (references Service Medal Type)
- description (why the medal was awarded)

12. Service Medal Type

- service_medal_type_id
- name

1. Member Specialty

- member_specialty_id
- soldier_id
- specialty_id

2. Reporting Hierarchy

- reporting_hierarchy_id
- soldier_id
- supervisor_id

3. Mission Participation

- mission_participation_id
- soldier id (references Military Member)
- mission_id (references Mission)