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.

Entites & Relationships

Relationships

- Military Member has one or more Specialties. Specialty can belong to 0 or N members.
- Military Member has one Rank. Rank can belong to 0 or N members.
- Military Member has 0 or 1 supervisor (recursive relationship with another member).
- Military Member can manage one or more Missions. Each Mission is managed by one Military Member (must be sergeant or higher rank).
- Military Base IS-A Personnel facility or Storage facility.
- Military Member belongs to 0 or 1 Military Base (Storage facility). Military Base (Personnel facility) has 0 or N Military Members.
- Military Base is located in one Location. One Location can have 0 or N Military Bases.
- One or more Military Members can participate in a Mission.
- Vehicle is assigned to one Military Base (Storage facility). Military Base (Storage facility) can have multiple Vehicles.
- Equipment originates from one Military Base (Storage facility). Military Base (Storage facility) can have multiple Equipment.
- Military Member can use 0 or N Equipment, Equipment can be used by 0 or 1 Military Member.
- Military Member can use 0 or 1 Vehicle, Vehicle can be used by 0 or 1 Military Member.

Entities

1. Military Member

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

2. Rank

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

3. Specialty

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

4. Military Base

- base_id (unique identifier)
- o name
- type (Personnel facility or Storage facility)
- location_id (references Location)

5. Location

- location_id
- country
- city

6. Equipment

- equipment_id
- equipment_type_id (references Equipment Type)
- status (functional, broken)
- base_id (references Military Base (Storage facility))

7. Equipment Type

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

8. Vehicle

- vehicle id
- vehicle_type_id (references Vehicle Type)

base_id (references Military Base (Storage facility))

9. Vehicle Type

- vehicle_type_id
- model_name
- o name (e.g., aircraft, tank, helicopter, transporter, etc.)

10. Mission

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

1. Command Assignment (Gerund)

- command assignment id
- o soldier_id
- o base_id
- start date
- end_date

2. Member Specialty (Gerund)

- o member_specialty_id
- o soldier_id
- specialty_id

3. Equipment Stored At (Gerund)

- equipment_assignment_id
- equipment_id (references Equipment)
- base_id (references Military Base (Storage facility))
- o assigned_date

4. Vehicle Stored At (Gerund)

- vehicle_assignment_id
- vehicle_id (references **Vehicle**)
- base_id (references Military Base (Storage facility))
- assigned_date

5. Reporting Hierarchy (Recursion)

- o reporting_hierarchy_id
- o soldier_id
- o supervisor_id

6. Mission Member (Gerund)

- o mission_member_id
- o mission_id (references Mission)
- soldier_id (references Military Member)

7. Equipment Using (Gerund)

- equipment_using_id
- equipment_id (references **Equipment**)
- soldier_id (references Military Member)
- o status (using, repairing)
- start_date
- end_date

8. Vehicle Using (Gerund)

- o vehicle_using_id
- vehicle_id (references Vehicle)
- soldier_id (references Military Member)
- status (using, repairing)
- start_date
- end_date