Player Data

Equipment

* Weapons
  + Weapon\_Id
  + Weapon\_Name
  + Weapon\_Type (Sword, Gun, Staff, etc.)
  + Class\_Type
  + Damage (The Base amount of damage from the weapon)
  + Weapon\_Damge\_Type (None, Burn, Shock, Freeze, Poison, Light, Dark, Etc.)
    - Damage\_Type\_Modifier\_Amount (The additional damage based on damage type)
    - Damage\_Type\_Effect (What effect does the type have; enemy is burning, freezing, paralysis, etc.) (Burn, frozen, paralyzed, poisoned, Blind, etc.)
* Armor
  + Armor\_Id
  + Armor\_Name
  + Armor\_Type (Headpiece, Chestpiece, armpiece, legpiece, boots, etc.)\
  + Class\_Type
  + Armor\_Amount\_Type (Health, Defense, Speed)
  + Armor\_Amount (The amount added to the character)
  + Damage\_Reduction\_Type (Does it block burn damage? Poison? Etc.)
  + Damage\_Reduction (The negative amount of damage added against damage\_type) types; ex: 5 base defense from a chestpiece but it also reduces burn damage by 3)

Items

* Potions (another name?)
  + Potion\_Id
  + Potion\_Name
  + Potion\_Amount (The number the potion increases)
  + Potion\_Type (Heal, attack, defense, speed)
* Quest Items
  + Quest\_Item\_Id
  + Quest\_Item\_Name
  + ……..
* Miscellaneous
  + Miscellaneous\_Id
  + Miscellaneous\_Name
  + Miscellaneous\_Held (the amount of the item you currently have)
  + Miscellaneous\_Type (Craft ingredients? A gacha type for using the system?)

Location

* Planet
  + Planet\_Id
  + Planet\_Name
  + Planet\_Status (Locked/Unlocked)
  + …..

Skills

* Abilities (Changed to Active and Passive abilities as separate tables)
  + Ability\_Id
  + Ability\_Name
  + Ability\_Type (Active, Passive)
  + Ability\_Damage\_Type (Damage, Healing, etc.)
  + Class Type (Locks the ability to the Character Class)
  + Ability\_Cooldown\_Timer (How long till you can use it again)

Characters

* Mercenaries
  + Mercenary\_Id
  + Mercenary\_Name
  + Class\_Type (Swordsman, mage, gunslinger, etc.)
  + Mercenary\_Health
  + Mercenary\_attack
  + Mercenary\_Defense
  + Mercenary\_Speed
  + Mercenary\_Ability\_Passive
  + Mercenary\_Ability\_Active
  + Mercenary\_Status (Locked/Questing/Unlocked; they are locked and not visible, they are questing and are visible to complete their unlock quest, they are unlocked and usable)
* Npcs
  + Npc\_Id
  + Npc\_Name
  + ….
* Enemies
  + Enemy\_Id
  + Enemy\_Name
  + Enemy\_Health
  + Enemy\_Attack
  + Enemy\_Defense
  + Enemy\_Speed
  + Enemy\_Ability\_Passive
  + Enemy\_Ability\_Active
* Highscores (is it necessary?)

Would need to figure out what were tracking. Is it damage you dealt on each planet, is it quests completed, is it planets unlocked, etc.

Saved Game Data

Database storage Relational (SQL)

Player Data

* Stats

Game Data

Inventory

Item Shops / Trading

High Scores (Historical Analysis)

Database storage Non-Relational (NoSQL)

Player Data

Item Stats Data

Profile Game Data

Enchantments and upgrades

Game States

Quest Data