**Table List (Fields as bullet points)**

* Moves Validation Table

MoveID (PK), MoveName, MoveType, HiddenMove, Status

* + - Contains all possible pokemon moves, their names, types, and whether they are hidden moves. Additionally, that status signifies whether the trainer (Bill) does or doesn’t know how to teach a move.
* Types Validation Table
  + TypeID (PK), TypeName
    - Contains all possible pokemon types and their names.
* PokemonType Linking Table
  + PokemonID (FK), TypeID (FK)
    - Links each pokemon to their type(s).
* Pokemon Validation Table (Pokedex)

PokemonID (PK), PokemonName, PokemonType

* + - Pokemon Validation contains all possible pokemon names and their types.
* Pokemasters Table

PokemasterID (PK), PokemasterFirstName, PokemasterLastName

* + - Stores data on Pokemasters including first and last name.
* OwnedPokemon Table

OwnedPokemonID (PK), PokemasterID (FK), PokemonID (FK), PokemonLevel, PokemonNickname

* + - Contains data on which pokemon are owned by each pokemaster. Is connected to the Pokemon validation table.
* KnownMoves Linking Table

OwnedPokemonID (FK), MoveID (FK)

* + - Links the moves to the specific owned pokemon, so the known moves of an individual pokemon can be determined.
* ForgottenMoves Linking Table

OwnedPokemonID (FK), MoveID (FK)

* + - Checks if a pokemon owned by a pokemaster has already learned a move and forgotten it.
* PokemasterRatings Linking Table

PokemasterID (FK), MoveID (FK), StarRating

* + - Contains data on the Pokemaster and the moves they rated.
* RatingCounts

MoveID (FK), RatingCount

* + - Stores data on how many times a service is rated.
* Schedules

MoveID (FK), WhenTaught, TeachingDuration, Offered

* + - Allows for the scheduling of moves offered to be taught. Also allows Pokemasters to view past and future move offerings.

**NOTE:** Evolved pokemon will be considered individual pokemon and different from their lower evolution.

**Final Table List**

| **Name** | **Type** | **Description** |
| --- | --- | --- |
| Moves | Validation | Contains all possible pokemon moves, their names, types, and whether they are hidden moves. Additionally, that status signifies whether the trainer (Bill) does or doesn’t know how to teach a move. |
| Types | Validation | Contains all possible pokemon types and their names. |
| PokemonTypes | Linking | Links each pokemon to their type(s). |
| Pokedex | Validation | Pokemon Validation contains all possible pokemon names and their types. |
| Pokemasters | Data | Stores data on Pokemasters including first and last name |
| OwnedPokemon | Data | Contains data on which pokemon are owned by each pokemaster. Is connected to the Pokemon validation table. |
| KnownMoves | Linking | Links the moves to the specific owned pokemon, so the known moves of an individual pokemon can be determined. |
| ForgottenMoves | Linking | Checks if a pokemon owned by a pokemaster has already learned a move and forgotten it. |
| PokemasterRatings | Data | Stores the Pokemaster with the moves they taught and the star ratings of their services, as well as how many times their services were rated. |
| RatingCounts | Data | Stores data on how many times a service is rated |
| Schedules | Data | Allows for the scheduling of moves offered to be taught. Also allows Pokemasters to view past and future move offerings. |

**Table Structures**

| **Moves** | **Types** | **PokemonTypes** | **Pokedex** | **Pokemasters** | **Owned**  **Pokemon** | **KnownMoves** | **Forgotten**  **Moves** | **Pokemaster Ratings** | **Rating Counts** | **Schedules** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| MoveID (PK) | TypeID (PK) | PokemonID (FK) | PokemonID (PK) | PokemasterID (PK) | OwnedPokemonID (PK) | OwnedPokemonID (FK) | OwnedPokemonID (FK) | PokemasterID  (FK) | MoveID (FK) | MoveID (FK) |
| MoveName | TypeName | TypeID (  FK) | PokemonName | PokemasterFirstName | PokemasterID(FK) | MoveID (FK) | MoveID(FK) | MoveID(FK) | RatingCount | WhenTaught |
| MoveType |  |  | PokemonType | PokemasterLastName | PokemonID(FK) |  |  | StarRating |  | TeachingDuration |
| HiddenMove |  |  |  |  |  |  |  |  |  | Offered |
| Status |  |  |  |  |  |  |  |  |  |  |

**Field Specifications**

AJ: First three tables starting from the left

Newcomb: OwnedPokemon, KnownMoves, ForgottenMoves

Minh: PokemasterRatings, RatingCounts, Schedules

Josh: Pokedex, Pokemasters

**Questions:**

* Can type be included in a move table or will there be multiple types per move?
  + Simplified type (just one type)
* Will the moves you know how to teach and the moves offered always be the same?
  + Not necessarily, can teach multiple pokemon at the same time.
* In order to properly design a schedule, we need more information about how you will use it. For example, how often will you teach moves; how frequently will you rotate in new moves to teach?
  + Every week, 5 days of the same thing
* What is the cost associated with training or removing a move (if any)?
  + Somethings takes longer than others and (calculated field)
* How long does training take?
* How does level affect cost and training time?
  + It does NOT
* Are there any pokemon that can learn specific moves not in their type?
  + Everyone can learn regular types except for ghost type
* Where should people go to delete moves?
  + Bill has a list of contacts that he recommends
  + Provide a way for him to give their Name,address, phone number to track