



# BattleCats EED

Web Application SoSe 19 - Module ARMA All Entitys identify themselves via an unique ID All Entitys have a created\_at & updated\_at timestamp

## Business Rules

Entitaet	Beschreibung	Attribute	Identifikator
Cat	users goal is to have as many cats as possible every cats current_hp has a maximum of its breeds maximum_hp every cat is very very cute	current_hp	
Quest	needs to be fullfilled from the user to earn money for new kittens	name, description, duration, reward	
Rarity	determines the frequency of occurrences of a breed in a pack	name, chance	
Breed	the breed of a cats gives the cat hits cuteness, fur thickness, claw_sharpness & maximum hp	name, max_hp, cuteness, fur_thickness, claw_sharpness	
Pack	pack contains cats of a breed	name, price	
User	User fulfils quests to gain money to acquire packs to enlarge his army of Battle Cats	name, email, coins	

Beziehung	Beschreibung	Beteiligte Entitaeten	Attribute
contains		Pack (0,n), Breed (0,m)	
is of a		Breed (0,n), Rarity (0,1)	
is of a		Cat (0,n), Breed (0,1)	