

Type-To-Shoot

Milestone 3 – Entity Design

CSC 667 – Internet Application and Development

Fall 2017

Term Project

Team L Members

Norald Alejo

JianHong Kuang

Nhan Nguyen

Mrinalini Garre

Github

<https://github.com/sfsu-csc-667-fall-2017/term-project-csc667-project-jianhong-nhan-norald>

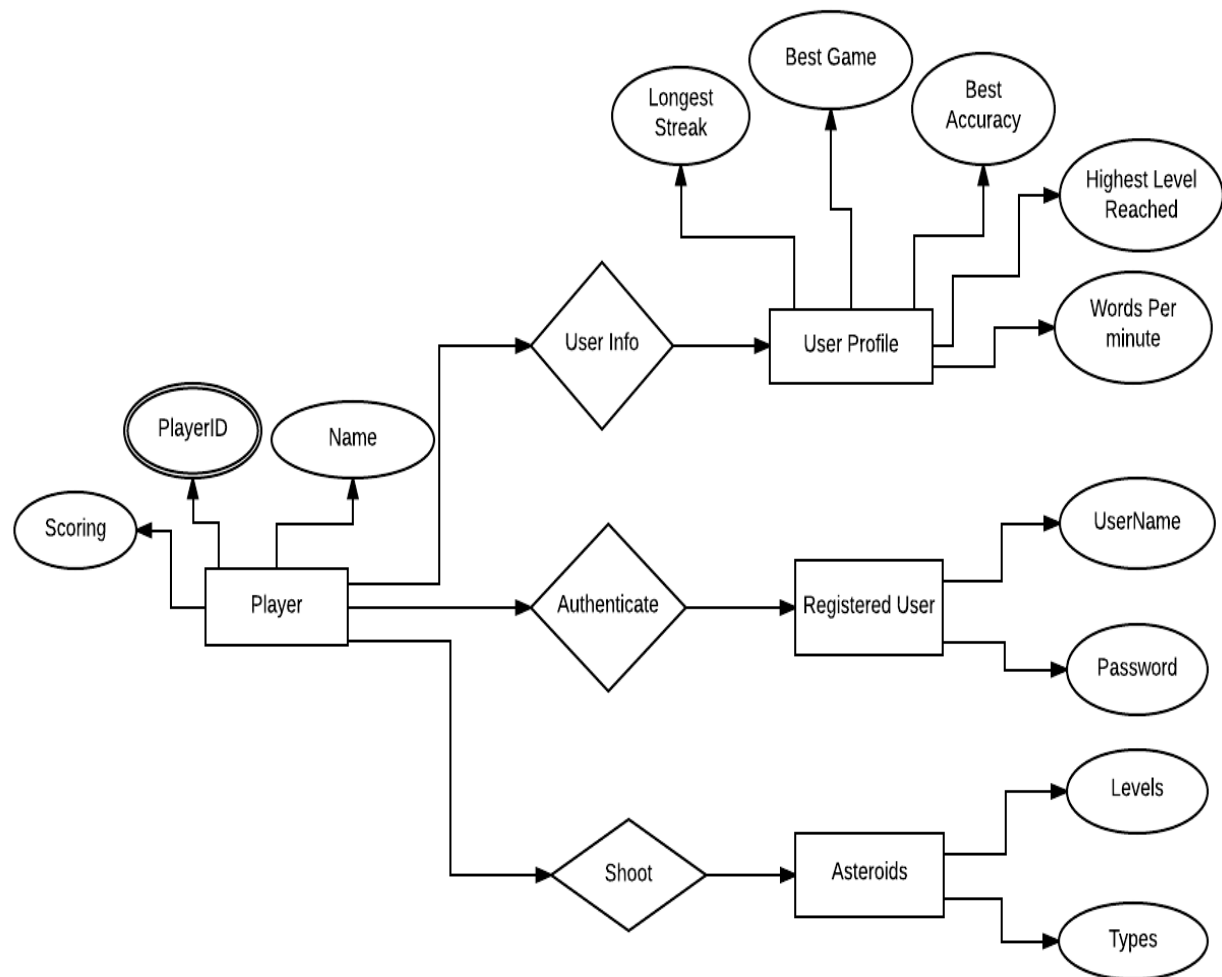
Table of Content

Section 1: Entity Diagram

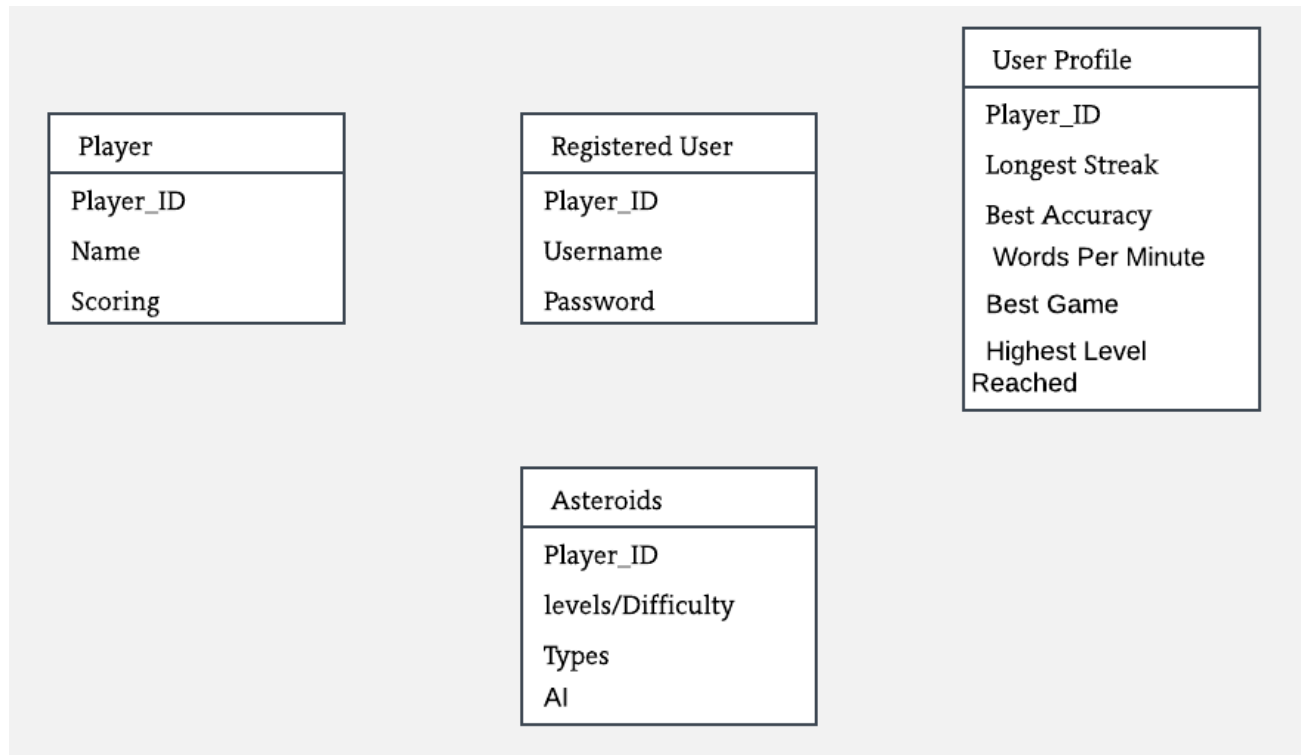
Section 2: Database Design

Section 3: Description of Entities

Section 1: ENTITY DIAGRAM



Section 2: DATABASE DESIGN



Section 3: DESCRIPTION OF ENTITIES

Player: Player is the person playing the game with whom the attributes PlayerID, Name, and Scoring associated. Where Player_ID is the primary key.

User Profile: Information about player's performance such as longest streak, best accuracy, words per min, best game, highest level reached, etc.

Registered User: Player needs to create account login information that is stored here.

Asteroids: Objects that player needs to clear, contains many levels and different types of questions.