## **Type-To-Shoot**

### Milestone 3 – Entity Design

# **CSC 667 – Internet Application and Development**

Fall 2017

**Term Project** 

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#### **Github**

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

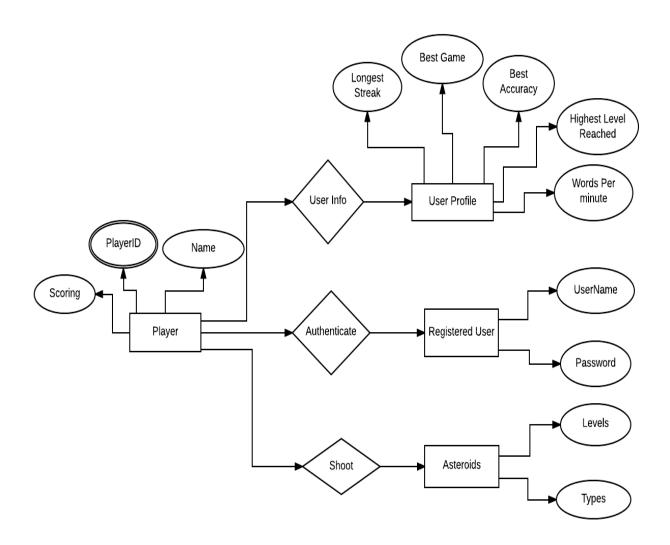
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Section 1: ENTITY DIAGRAM



#### Section 2: DATABASE DESIGN

User Profile Player\_ID Player Registered User Longest Streak Player\_ID Player\_ID Best Accuracy Name Username Words Per Minute Password Scoring Best Game Highest Level Reached Asteroids Player\_ID levels/Difficulty Types ΑI

# Section 3: DESCRIPTON 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.