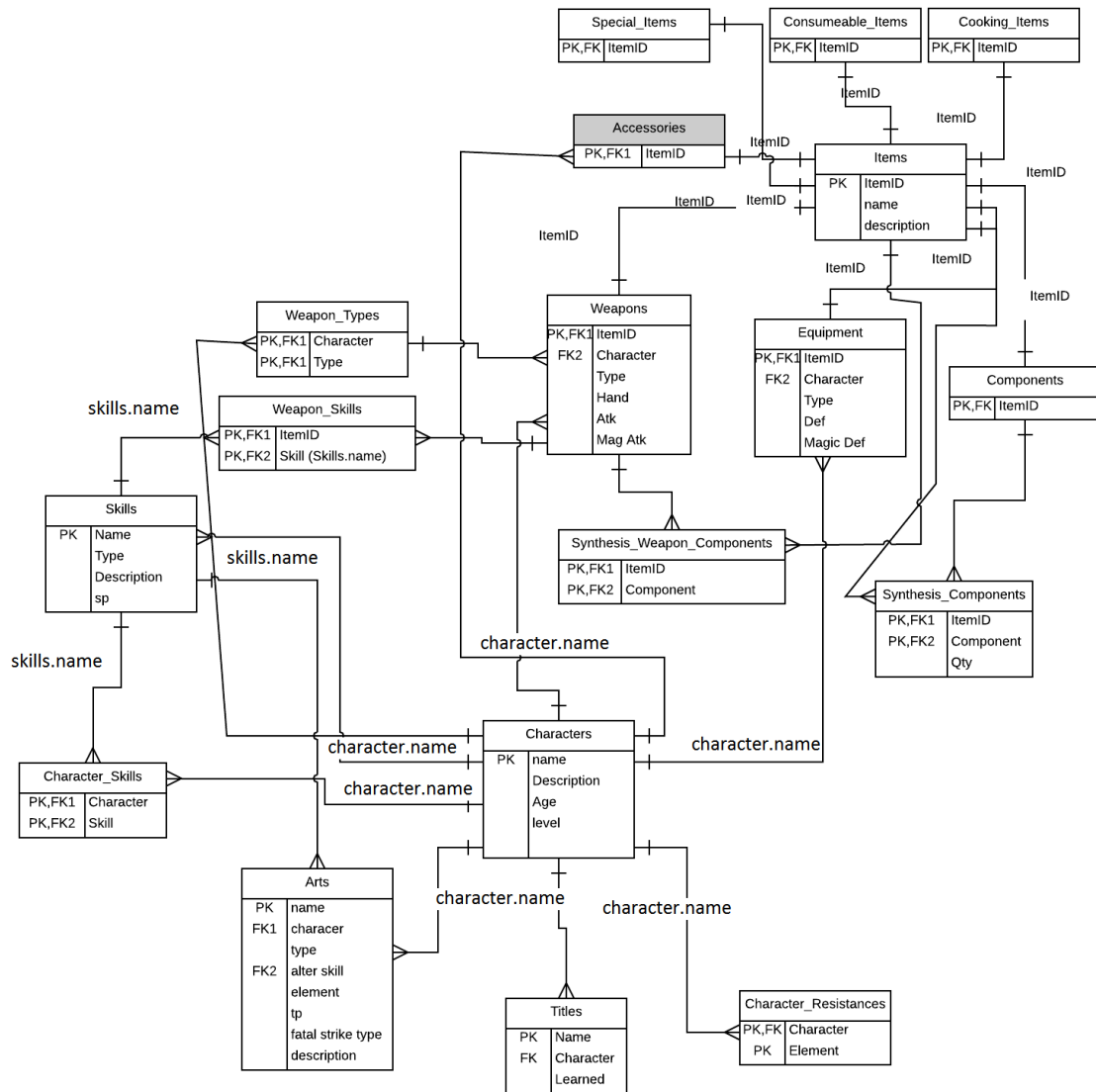# Tales Of Vesperia DB

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Executive Summary

This database tracks all equipment and items of all types, and their synthesis components. Artes, skills, and titles are also tracked. This is to allow user to see what elements their missing in their collectors book, and plan item synthesis. The admin is able to edit tables, but users can only

The database is described below by a ERD diagram, type definitions, table listings, views, and stored procedures. Some sample data has been altered for ease of testing.

ER Diagram

Special_Items

PK,FK	ItemID

Consumeable_Items

PK,FK	ItemID

Cooking_Items

PK,FK	ItemID

ItemID

ItemID

Accessories

PK,FK1	ItemID

ItemID

Items

PK	ItemID
	name
	description

ItemID

ItemID

ItemID

ItemID

ItemID

ItemID

ItemID

Weapon_Types

PK,FK1	Character
PK,FK1	Type

Weapons

PK,FK1	ItemID
FK2	Character
	Type
	Hand
	Atk
	Mag Atk

Equipment

PK,FK1	ItemID
FK2	Character
	Type
	Def
	Magic Def

Components

PK,FK	ItemID

skills.name

Weapon_Skills

PK,FK1	ItemID
PK,FK2	Skill (Skills.name)

Skills

PK	Name
	Type
	Description
	sp

skills.name

Synthesis_Weapon_Components

PK,FK1	ItemID
PK,FK2	Component

Synthesis_Components

PK,FK1	ItemID
PK,FK2	Component
	Qty

skills.name

character.name

Characters

PK	name
	Description
	Age
	level

character.name

character.name

character.name

character.name

Character_Skills

PK,FK1	Character
PK,FK2	Skill

character.name

character.name

Arts

PK	name
FK1	characer
	type
FK2	alter skill
	element
	tp
	fatal strike type
	description

character.name

character.name

Titles

PK	Name
FK	Character
	Learned

Character_Resistances

PK,FK	Character
PK	Element

__Enum Types__

CREATE TYPE TYPE_ELEMENT AS ENUM
('fire','water','wind','earth','light','darkness', 'none');

CREATE TYPE TYPE_ART AS ENUM ('base', 'arcane', 'altered', 'burst',
'novice spell','intermediate spell','advanced spell');

CREATE TYPE TYPE_FATAL_STRIKE AS ENUM ('red', 'blue', 'green',
'none');

CREATE TYPE TYPE_SKILL AS ENUM ('attack', 'defense', 'agility',
'constitution');

CREATE TYPE TYPE_WEAPON AS ENUM('main', 'off hand');

CREATE TYPE TYPE_ARMOR AS ENUM ('helmet' , 'armor');

Tables

Characters

This table just tracks characters for use in other tables.

```
CREATE TABLE characters (
    name TEXT NOT NULL,
    PRIMARY KEY(name)
);
```

	name text
1	Yuri
2	Estelle
3	Judith

Character_Resistances

Shows character elemental weaknesses.

```
CREATE TABLE character_resistances(
    character TEXT NOT NULL REFERENCES characters(name),
    element TYPE_ELEMENT NOT NULL    DEFAULT 'none',
    PRIMARY KEY( character,element )
);
```

	character text	element type_element
1	Yuri	fire
2	Yuri	earth
3	Yuri	wind
4	Yuri	water
5	Yuri	light
6	Yuri	darkness
7	Estelle	fire
8	Estelle	water
9	Estelle	light
10	Estelle	darkness
11	Judith	fire

Skills
Contains skill data.

CREATE TABLE skills (
            name TEXT NOT NULL,
            type TYPE_SKILL NOT NULL,
            sp INT NOT NULL CHECK (sp > 0),
            description TEXT NOT NULL,
            PRIMARY KEY(name)
);

	name text	type type_skill	sp integer	description text
1	Aerial Artes 3	agility	12	Can link arcane to base in air.
2	Aerial Magic Guard	defense	7	Able to use Magic Guard in mid-air
3	Athenor	defense	4	Changes an arte.
4	Auto Medicine	constitu	6	Ocassionally casts healing spells upon receiving damage.
5	Eternal Support	constitu	9	Effects of support magic occasionally last for duration of battle.
6	Great Deluge	constitu	4	Changes an arte.
7	Hell Fire	attack	4	Changes an arte.
8	Landing Step	agility	5	Able to cancel action with a backstep upon landing.
9	Magic 3	attack	6	Increases spell attack by 15%.
10	Pow Hammer Revenge	agility	8	Occasionally counter with a Pow Hammer when attacked.
11	Spear Master	defense	5	Increases magic defense when a spear is equipped.
12	Strength 2	attack	4	Increases physical attack by 10%
13	Super Chain 3	agility	16	Able to link altered and base artes.
14	Swords Up	attack	3	Increases P.Atk when a sword is equipped.

Character_Skills
Relates skills to what characters can learn them.

CREATE TABLE character_skills(
        character TEXT NOT NULL REFERENCES characters(name),
        skill TEXT NOT NULL REFERENCES skills(name),
            PRIMARY KEY(character,skill)
);

	character text	skill text
1	Judith	Aerial Artes 3
2	Judith	Aerial Magic Guard
3	Judith	Athenor
4	Yuri	Athenor
5	Estelle	Athenor
6	Estelle	Auto Medicine
7	Estelle	Eternal Support
8	Estelle	Great Deluge
9	Yuri	Great Deluge
10	Judith	Great Deluge
11	Estelle	Hell Fire
12	Judith	Hell Fire
13	Yuri	Hell Fire
14	Yuri	Landing Step
15	Estelle	Magic 3
16	Estelle	Pow Hammer Revenge
17	Judith	Spear Master
18	Estelle	Strength 2
19	Judith	Strength 2
20	Yuri	Strength 2
21	Yuri	Super Chain 3
22	Yuri	Swords Up

Weapon_Types

Describes available weapon types for weapons table.

CREATE TABLE weapon_types (
        character TEXT NOT NULL REFERENCES characters(name),
        type TEXT NOT NULL,
        PRIMARY KEY(character,type)
);

	character text	type text
1	Yuri	Sword
2	Yuri	Axe
3	Yuri	Glove
4	Judith	Spear
5	Judith	Staff
6	Judith	Shield
7	Estelle	Rod
8	Estelle	Short Sword
9	Estelle	Book

Titles
Contains character titles.

```
CREATE TABLE titles(
        name TEXT NOT NULL,
        character TEXT NOT NULL REFERENCES characters(name),
        PRIMARY KEY(name)
);
```

	name text	characte text
1	Dark Enforcer	Yuri
2	True Knight	Yuri
3	Into The Sky	Judith
4	Dragoon	Judith
5	High Priestess	Estelle
6	Royal Succesor	Estelle

Artes
Contains character artes data.

```
CREATE TABLE artes (
        name TEXT NOT NULL,
        character TEXT NOT NULL REFERENCES characters(name),
        type TYPE_ART NOT NULL,
        alter_skill TEXT REFERENCES skills(name),
        element TYPE_ELEMENT NOT NULL    DEFAULT 'none',
        tp INT NOT NULL CHECK( tp >= 0 ),
        fatal_strike_type TYPE_FATAL_STRIKE NOT NULL DEFAULT
        'none',
        description TEXT NOT NULL,
        PRIMARY KEY(name)
);
```

	name text	characte text	type type_art	alter_skill text	element type_element	tp integer	fatal_strike_type type_fatal_strike	description text
1	Azure Edge	Yuri	base	Hell Fire	wind	5	green	Unleash the force of the wind.
2	Divine Wolf	Yuri	burst		none	0	green	Slash in a quick, circular motion.
3	First Aid	Estelle	novice spell	Athenor	light	6	none	Restore a small amount of HP to one ally.
4	Holy Lance	Estelle	advanced spell		light	48	red	Run an enemy through with a divine spear.
5	Luna Storm	Judith	base	Great Deluge	wind	16	blue	Cause a whirlwind with your lance.
6	Luna Talon	Judith	altered		none	11	blue	Jump in the air and land with a force to take down surrounding enemeies.
7	Moonbeam	Judith	arcane		none	24	red	Teleport above the enemy, then strike down with your lance.
8	Raging Blast	Yuri	arcane		none	20	red	Unleash a burst of power from within that downs the enemy.
9	Resurrection	Estelle	intermediate spell		light	40	none	Ressurect one KOed ally.

Items
Base table for all item types.

```
CREATE TABLE items(
        itemid INT NOT NULL CHECK( itemid > -1 ),
        name TEXT NOT NULL,
        description TEXT NOT NULL,
        PRIMARY KEY(itemid)
);
```

	itemid integer	name text	description text
1	20	Rice	A staple tha goes with all kinds of dishes.
2	21	Strawberry	Goes well with milk and cream.
3	22	Onion	Particularly pungent.
4	23	Salmon	A common fish that can be served raw.
5	24	Beef	Meat this tastly only comes from cows!
6	40	Apple Gel	A gummi meicine that restores 30% HP.
7	41	Pineapple Gel	A gummi medicine that restores 60% TP
8	42	Life Bottle	Spirited water that revives a KOed ally.
9	43	Red Sage	A medicinal herb that increases max HP by 1.
10	44	Tent	An all purpose heavy duty tent. Restores 75% HP and TP.

Cooking_Items
Contains all cooking items.

```
CREATE TABLE cooking_items(
        itemid INT NOT NULL REFERENCES items(itemid),
        PRIMARY KEY(itemid)
);
```

	itemid integer
1	20
2	21
3	22
4	23
5	24

Consumable_Items

Contains consumable items.

CREATE TABLE consumable_items(
        itemid INT NOT NULL REFERENCES items(itemid),
        PRIMARY KEY(itemid)
);

	itemid integer
1	40
2	41
3	42
4	43
5	44

Special_Items

Contains special items.

CREATE TABLE special_items(
        itemid INT NOT NULL REFERENCES items(itemid),
        PRIMARY KEY(itemid)
);

	itemid integer
1	1010
2	1011
3	1012
4	1013
5	1014

Components

Contains synthesis components.

CREATE TABLE components(
        itemid INT NOT NULL REFERENCES items(itemid),
        PRIMARY KEY(itemid)
);

	itemid integer
1	670
2	680
3	741
4	742
5	780
6	791
7	792
8	798
9	799
10	802

Accessories
Contains accessories items.

CREATE TABLE accessories(
        itemid INT NOT NULL REFERENCES items(itemid),
        PRIMARY KEY(itemid)
);

	itemid integer
1	1000
2	1001
3	1002
4	1003
5	1004

Weapons
Contains weapon data, gets weapon type from weapon_types. Can be main or off hand weapon.

CREATE TABLE weapons(
        itemid INT NOT NULL REFERENCES items(itemid),
        character TEXT NOT NULL,
        type TEXT NOT NULL,
        hand TYPE_WEAPON NOT NULL,
        atk INT NOT NULL CHECK (atk >= 0),
        mag_atk INT NOT NULL CHECK (mag_atk >= 0),
        FOREIGN KEY (character,type)
          REFERENCES weapon_types(character,type),

        PRIMARY KEY(itemid)
);

	itemid integer	character text	type text	hand type_wea	atk integer	mag_atk integer
1	212	Yuri	Sword	main	125	25
2	102	Yuri	Sword	main	35	0
3	467	Yuri	Glove	off hand	40	50
4	134	Yuri	Axe	main	140	0
5	120	Judith	Spear	main	435	0
6	119	Judith	Spear	main	419	0
7	450	Judith	Shield	off hand	100	10
8	100	Judith	Staff	main	360	0
9	111	Estelle	Short Sword	main	199	100
10	110	Estelle	Short Sword	main	165	60
11	99	Estelle	Book	off hand	0	350
12	399	Estelle	Rod	main	530	792

Equipment
Stores armor and helmets, links character form character table.

CREATE TABLE equipment(
        itemid INT NOT NULL REFERENCES items(itemid),
        character TEXT NOT NULL REFERENCES characters(name),
        type TYPE_ARMOR NOT NULL,
        def INT NOT NULL CHECK (def >= 0),
        mag_def INT NOT NULL CHECK (mag_def >= 0),
        PRIMARY KEY(itemid)
);

	itemid integer	character text	type type_armor	def integer	mag_def integer
1	500	Yuri	helmet	140	30
2	699	Yuri	helmet	300	70
3	451	Yuri	armor	500	300
4	452	Yuri	armor	700	250
5	519	Judith	helmet	100	10
6	520	Judith	helmet	452	200
7	432	Judith	armor	239	39
8	433	Judith	armor	350	100
9	501	Estelle	helmet	120	120
10	502	Estelle	armor	400	300

Synthesis_Components

This table lists items and their synthesis components, along with qty needed.

```
CREATE TABLE synthesis_components(
        itemid INT NOT NULL REFERENCES items(itemid),
        component INT NOT NULL REFERENCES components(itemid),
        qty INT NOT NULL CHECK (qty > 0),
        PRIMARY KEY(itemid,component)
);
```

	itemid integer	component integer	qty integer
1	212	780	4
2	467	803	2
3	467	798	1
4	134	670	5
5	134	680	3
6	120	920	1
7	120	918	2
8	450	950	1
9	450	948	4

Synthesis_Weapon_Components

This table list item synth components that are weapons. All qty's are 1.

```
CREATE TABLE synthesis_weapon_components(
        itemid INT NOT NULL REFERENCES items(itemid),
        component INT NOT NULL REFERENCES weapons(itemid),
        PRIMARY KEY(itemid,component)
);
```

	itemid integer	component integer
1	212	102
2	120	119
3	111	110

Weapon_Skills
Links skills learned from various weapons.

```
CREATE TABLE weapon_skills(
        itemid INT NOT NULL REFERENCES items(itemid),
        skill TEXT NOT NULL REFERENCES skills(name),
        PRIMARY KEY(itemid,skill)
);
```

	itemid integer	skill text
1	212	Swords Up
2	212	Strength 2
3	467	Landing Step
4	467	Hell Fire
5	134	Super Chain 3
6	120	Aerial Artes 3
7	120	Strength 2
8	450	Great Deluge
9	450	Aerial Magic Guard
10	100	Spear Master

Views

View All Main Weapons
Views all main hand weapons and their data.

CREATE OR REPLACE VIEW ViewAllMainHandWeapons AS
      SELECT weapons.*,items.name,items.description from items
      INNER JOIN weapons ON weapons.itemid   = items.itemid
      WHERE weapons.hand = 'main'
      ORDER BY weapons.character, items.itemid ASC;

	itemid integer	character text	type text	hand type_weapon	atk integer	mag_atk integer	name text	description text
1	110	Estelle	Short Sword	main	165	60	Estoc	A solid sword designed to pierce through armor.
2	111	Estelle	Short Sword	main	199	100	Estoc +1	A solid sword designed to pierce through armor.
3	399	Estelle	Rod	main	530	792	Star Rod	A star-shaped rod.
4	100	Judith	Staff	main	360	0	Dragon Tooth	A spear using a dragons tooth as its spearhead.
5	119	Judith	Spear	main	419	0	Naginata	An ancient spear with a refined blade.
6	120	Judith	Spear	main	435	0	Beast Slayer	With a blade powerful enough to slay any beast.
7	102	Yuri	Sword	main	35	0	Knight Sword	A sword that knights use.
8	134	Yuri	Axe	main	140	0	Ogre Axe	A single-handed axe with the power of a feirce beast.
9	212	Yuri	Sword	main	125	25	Tsurgi	Replica of an ancient double edged sword.

View All Off Hand Weapons
Views all off hand weapons and their data.

CREATE OR REPLACE VIEW ViewAllOffHandWeapons AS
      SELECT weapons.*,items.name,items.description from items
      INNER JOIN weapons ON weapons.itemid   = items.itemid
      WHERE weapons.hand = 'off hand'
      ORDER BY weapons.character, items.itemid ASC;

	itemid integer	character text	type text	hand type_weapon	atk integer	mag_atk integer	name text	description text
1	99	Estelle	Book	off hand	0	350	Hydronomos	A report on the location of the sacred Temple of Water.
2	450	Judith	Shield	off hand	100	10	Aegis	A sturdy shield that protects you from everything.
3	467	Yuri	Glove	off hand	40	50	Knuckle Duster	A belt with rivets attached that is wound around the hands.

View All Helmets
Views all helmets and their data.

CREATE OR REPLACE VIEW ViewAllHelmets AS
      SELECT equipment.*,items.name,items.description from items
      INNER JOIN equipment ON equipment.itemid   = items.itemid
      WHERE equipment.type = 'helmet'
      ORDER BY equipment.character, items.itemid ASC;

	itemid integer	character text	type type_armor	def integer	mag_def integer	name text	description text
1	501	Estelle	helmet	120	120	Magical Tiara	A magic crown.
2	519	Judith	helmet	100	10	Kritya Circlet	A traditional Krityan headdress.
3	520	Judith	helmet	452	200	Terra Crest	A headdress popular amongst spell-casters.
4	500	Yuri	helmet	140	30	Iron Sallet	An iron war helmet.
5	699	Yuri	helmet	300	70	Hyper Helm	The ultimate head gear.

View All Armor
Views all armor and its data.

CREATE OR REPLACE VIEW ViewAllArmor AS
    SELECT equipment.*,items.name,items.description from items
    INNER JOIN equipment ON equipment.itemid   = items.itemid
    WHERE equipment.type = 'armor'
    ORDER BY equipment.character, items.itemid ASC;

	itemid integer	character text	type type_armor	def integer	mag_def integer	name text	description text
1	502	Estelle	armor	400	300	Imperial Guard	The quality is worthy of one working for the empire.
2	432	Judith	armor	239	39	Splash Dress	A garment coated with a splash of water.
3	433	Judith	armor	350	100	Gothic Cardigan	Made the traditional way, this garment will keep you warm.
4	451	Yuri	armor	500	300	Rare Plate	A masterpiece crafted by a legendary craftsmans.
5	452	Yuri	armor	700	250	Gold Armor	An armor made of pur gold.

View All Accessories
Views all accessory data.

CREATE OR REPLACE VIEW ViewAllAccessories AS
    SELECT accessories.*,items.name,items.description from items
    INNER JOIN accessories ON accessories.itemid   = items.itemid
    ORDER BY items.name ASC;

	itemid integer	name text	description text
1	1003	Attack Ring	Raises attack by 10% in battle.
2	1004	Blue Sephira	A sculpture of an unnamed goddess. Earn 2x more gald!
3	1002	Holy Ring	Occasionally restores 1% of wearers max HP.
4	1001	Laurel	Prevents all magic ailments.
5	1000	Stone Ward	50% chance of petrification.

View All Special Items
Lists all special items and data.

CREATE OR REPLACE VIEW ViewAllSpecialItems AS
        SELECT special_items.*,items.name,items.description from items
        INNER JOIN special_items ON special_items.itemid   =
items.itemid
        ORDER BY items.name ASC;

	itemid integer	name text	description text
1	1014	Collectors Book	A book to record items you have obtained.
2	1013	Devil Outfit	A set of devils wings and a tail.
3	1010	Mystic Gem	A mysterious gem said to have magical powers.
4	1011	Pork Chop	A dog trophy for a pissing contest.
5	1012	Straw Mask	A mask worn by apprentice monks.

View All Cooking Items
Lists all cooking items.

CREATE OR REPLACE VIEW ViewAllcookingitems AS
        SELECT cooking_items.*,items.name,items.description from items
        INNER JOIN cooking_items ON cooking_items.itemid   =
items.itemid
        ORDER BY items.name ASC;

	itemid integer	name text	description text
1	24	Beef	Meat this tastly only comes from cows!
2	22	Onion	Particularly pungent.
3	20	Rice	A staple tha goes with all kinds of dishes.
4	23	Salmon	A common fish that can be served raw.
5	21	Strawberry	Goes well with milk and cream.

View All Consumable Items
Lists all consumable items.

CREATE OR REPLACE VIEW ViewAllconsumableitems AS
        SELECT consumable_items.*,items.name,items.description from
items
        INNER JOIN consumable_items ON consumable_items.itemid   =
items.itemid

ORDER BY items.name ASC;

	itemid integer	name text	description text
1	40	Apple Gel	A gummi meicine that restores 30% HP.
2	42	Life Bottle	Spirited water that revives a KOed ally.
3	41	Pineapple Gel	A gummi medicine that restores 60% TP
4	43	Red Sage	A medicinal herb that increases max HP by 1.
5	44	Tent	An all purpose heavy duty tent. Restores 75% HP

Security

Admin has full access, while a public user can only view data.

CREATE ROLE admin;
GRANT SELECT,INSERT,UPDATE,DELETE ON ALL TABLES IN
SCHEMA PUBLIC
TO admin;

CREATE ROLE public;
GRANT SELECT ON ALL TABLES IN SCHEMA PUBLIC
TO public;