

ONV	1NV	NV2	NV3	Example Data				
PlayerId	PlayerId	PlayerId	PlayerId	1	2	3	4	
Name	Name	Gender	Gender	Male	Other	Female	Male	
Birthdate	Birthdate	Name	Name	Sam	Pascal	Jasper	Yoda	
Gender	Gender	Birthdate	Birthdate	04/11/1998	11/03/20BC	01/01/2001	03/05/2015	
Level	Level	Level	Level (Nr)	1	5	4	2	
TimePlayed	TimePlayed	TimePlayed	TimePlayed	20	10	50	100	unique constraint
HomeAddress	HomeAddress	HomeAddress	HomeAddress	Zwijndrecht	Gent	Genk	Zwijndrecht	
GuildId								
GuildName	GuildId	GuildId	GuildId	1	2	3	4	
GuildSkill	GuildName	GuildSkill	GuildSkill	Woodcutting	Mining	Smitting	Mining	
Level	GuildSkill	GuildName	GuildName	Killers	Skillers	Smitters	Gamers	unique constraint
PlayersInGuild	Guild Level	MadeBy	MadeBy (PlayerId)	1	2	3	4	unique constraint
MadeBy	MadeBy	Guild Level	Guild Level (Nr)	10	2	10	5	
TeamId								
TeamName		TeamId	PlayerId	1	1	3	4	relatietabel
Monsters	TeamId	PlayerId	GuildId	1	2	2	3	veel op veel relatie
TimePlayedWithTeam	TeamName	TeamNaam						
MonsterId	Monsters	TimePlayedInthisTeam	TeamId	1	2	3	4	
MonsterName	TimePlayedWithTeam		PlayerId	1	2	3	4	1=1 met TeamId
Health		MonsterId	TeamNaam	Team1	Team2	Team3	Team4	unique constraint
Level	MonsterId	CanEvolve	TimePlayedInthisTeam	10	20	10	50	
CanEvolve	MonsterName	MonsterName						
	Health	Level	MonsterId	1	2	3	4	
	Level	Level	CanEvolve	False	True	False	True	unique constraint
	CanEvolve		MonsterName	m1	m2	m3	m4	
			Health	10	10	50	100	
			Level	1	5	1	20	
			TeamId	1	1	3	4	1 op veel: 1 team heeft meerdere monsters. 1 monster (monsterId) kan maar in 1 team zitten.
			MonsterId	1	1	2	3	