IN THE NAME OF GOD

Relational Schema Video Game

Relational Schema Entities

User (<u>Username / Email</u>, <u>IP Address</u>, <u>Password</u>)

Registration (<u>Username / Email</u>, <u>IP Address</u>, <u>Password</u>, Role, Full Name, Level, Registration Date, Verification Status)

Login (<u>Username / Email</u>, <u>IP Address</u>, <u>Password</u>, Login Date, Login Status)

Player (<u>Player ID</u>)

Deputy (<u>Player ID</u>, Coordination Rating, Support Skills)

Leader (<u>Player ID</u>, Strategy Rating, Leadership Skills)

Member (<u>Player ID</u>, Contribution Rating, Activity Status)

Player Profile (<u>Player ID</u>, <u>Full Name</u>, <u>Avatar</u>, <u>Clan Tag</u>, <u>Num-Star Earned</u>, <u>Num-Successful Attacks</u>, <u>Per-Destruction</u>, <u>Role</u>)

Privacy Setting (<u>Player ID</u>, <u>Owner Type</u>, <u>Clan Info</u>, <u>Access Level</u>, Tactics, Status Statistics)

Email (<u>Email Address</u>, Verification Status, Verification Date)

Performance Analysis (<u>Analysis ID</u>, Successful Attacks, Defensive Successful, Stars Earned, Destruction Percentage, Contribution Score)

Clan (<u>Name</u>, <u>Clan Tag</u>, Level, Num-Member, Rules and Explanations)

Join (<u>Join ID</u>, Join Date, Approval Status)

WAR (<u>WAR ID</u>, Start Date, End Date, WAR Status)

WAR Assignment (<u>Assignment ID</u>, Task / Goal, Task / Goal Status)

Notification (<u>Notification ID</u>, Type, Message, Created At)

Clan Member Info (<u>Clan Member Info ID</u>, Role in Clan, Game Level, Num-Attacks and Defenses, Per-Participation in the WAR)

Report (<u>Report ID</u>, Generated Date, Report Type, Details)

Relational Schema Relationships

Authentication _{User - Email} (<u>Username / Email</u>, IP Address, Password)

Belongs to _{User – Player} (<u>Player ID</u>, Username / Email, IP Address, Password)

Has Profile _{Player – Player Profile} (<u>Player ID</u>, Full Name, Avatar, Clan Tag, Num-Star Earned, Num-Successful Attacks, Per-Destruction, Role)

Managed by _{Player – Privacy Setting} (<u>Player ID</u>, Owner Type, Clan Info, Access Level)

Linked to _{Player – Email} (<u>Player ID</u>, Email Address)

Analysis _{Player Profile – Performance Analysis} (<u>Analysis ID</u>, Player ID, Full Name, Avatar, Clan Tag, Num-Star Earned, Num-Successful Attacks, Per-Destruction, Role)

Applies to _{Performance Analysis – Privacy Setting} (<u>Analysis ID</u>, Player ID, Owner Type, Clan Info, Access Level)

Creates _{Leader – Clan} (<u>Name</u>, <u>Clan Tag</u>, Player ID)

Manages _{Leader – WAR} (<u>WAR ID</u>, Player ID)

Applies to _{Clan – Privacy Setting} (<u>Name</u>, <u>Clan Tag</u>, Player ID, Owner Type, Clan Info, Access Level)

Applies to _{WAR – Privacy Setting} (<u>Player ID</u>, <u>Owner Type</u>, <u>Clan Info</u>, <u>Access Level</u>, WAR ID)

Linked to _{Member – Join} (<u>Player ID</u>, Join ID)

Originated From _{WAR – Clan} (<u>WAR ID</u>, Name, Clan Tag)

Has Member _{Clan – Join} (<u>Join ID</u>, Name, Clan Tag)

Send to _{Player – Notification} (<u>Notification ID</u>, Player ID)

Based on _{Clan - Notification} (<u>Notification ID</u>, Name, Clan Tag)

Based on _{WAR - Notification} (<u>Notification ID</u>, WAR ID)

Target _{WAR – Clan} (<u>WAR ID</u>, Name, Clan Tag)

Has Assignment _{WAR – WAR Assignment} (<u>Assignment ID</u>, WAR ID)

Based on _{Clan - Report} (<u>Report ID</u>, Name, Clan Tag)

Based on _{Report – Clan Member Info} (<u>Report ID</u>, Clan Member Info ID)

Contains _{Clan – Clan Member Info} (<u>Clan Member Info ID</u>, Name, Clan Tag)

Assigned to _{WAR Assignment – Clan Member Info} (<u>Assignment ID</u>, Clan Member Info ID)

Has Info _{Clan Member Info – Member} (<u>Player ID</u>. Clan Member Info ID)

Accesses _{Clan Member Info - Member} (<u>Player ID</u>. Clan Member Info ID)

Received by _{Report – Leader} (<u>Report ID</u>, Player ID)

Analysis _{Clan Member Info – Performance Analysis} (<u>Analysis ID</u>, Clan Member Info ID)

Schema Guide

Primary Key :   <u>attribute</u>

Foreign Key :   attributes

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😊 **Good Luck** 🥹