Super Data Bros Ultimate
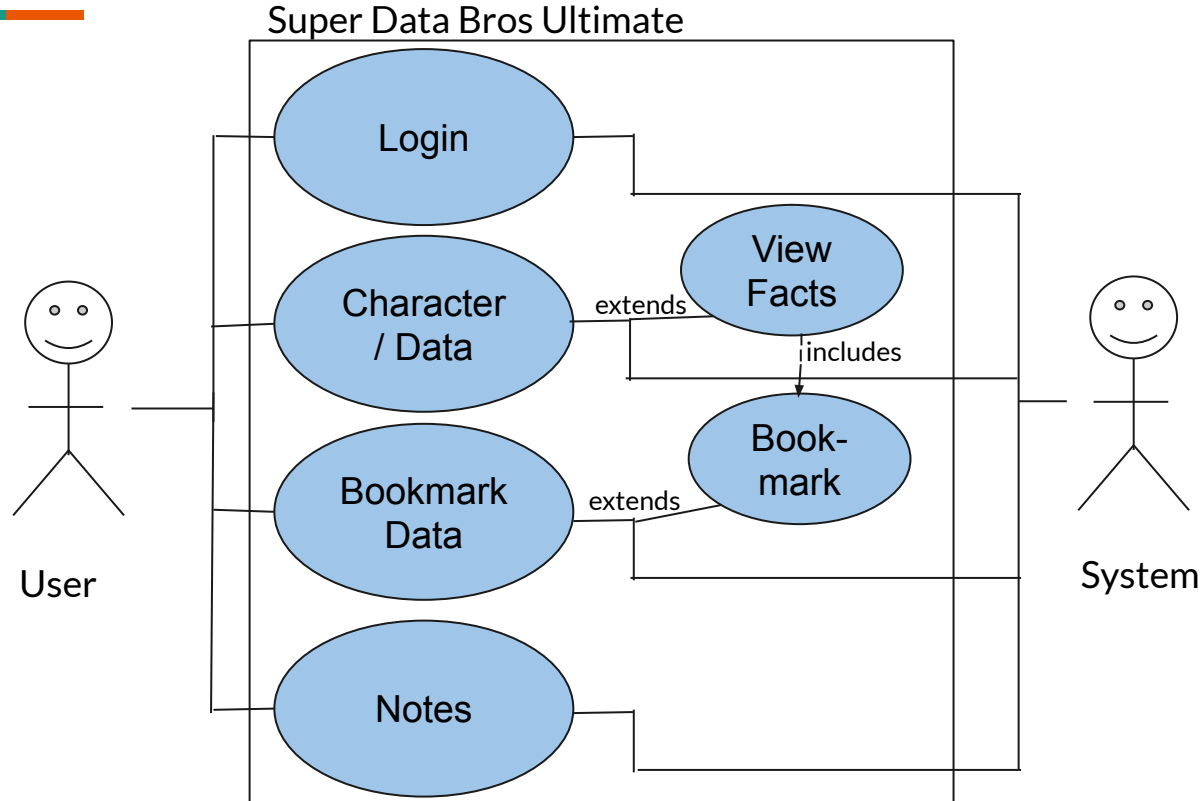
By: Juan Rosales & Lucas Tran
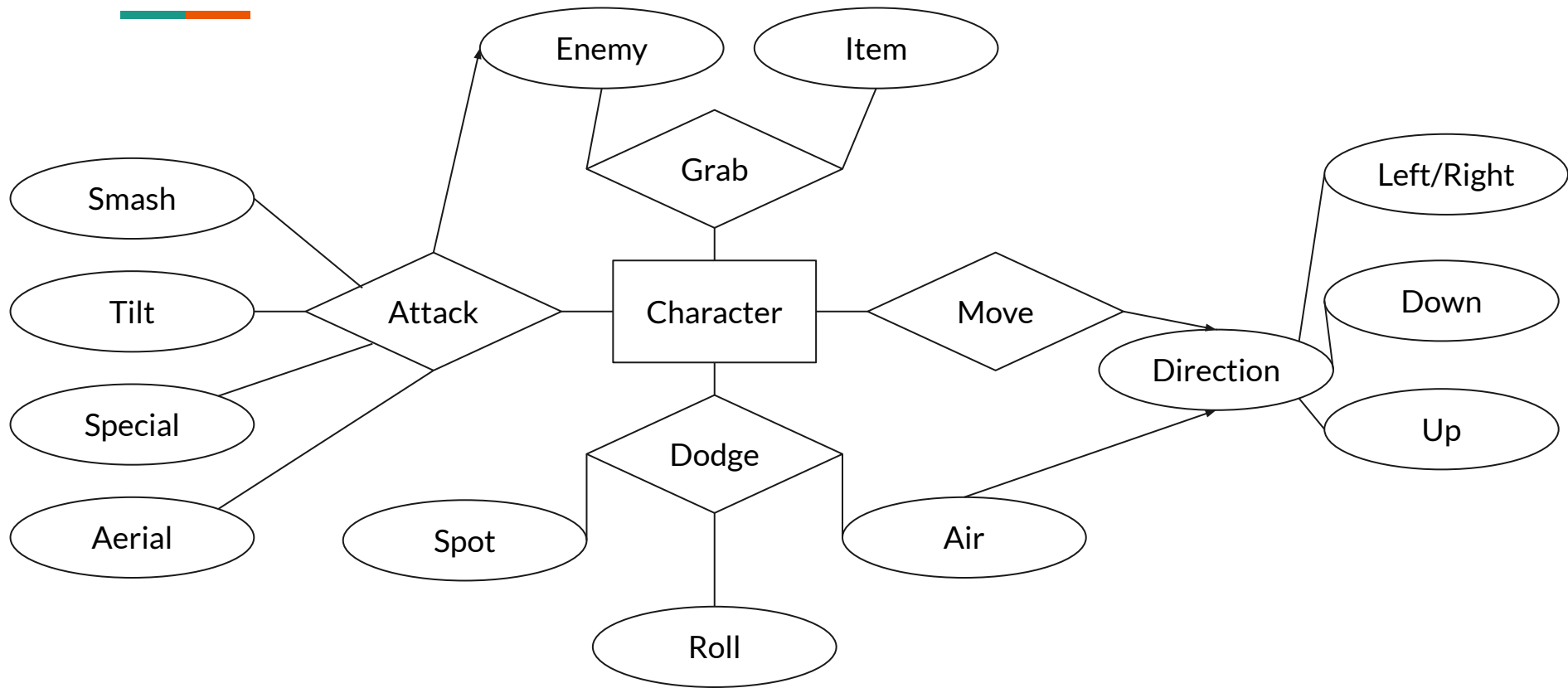
System Description

- 80+ characters and all of their basic inputs

- Descriptive data for the characters of Super Smash Bros. Ultimate

- Includes frame data of character movesets and damage output

- Additional informative inputs about certain inputs

Use Case Diagram

Super Data Bros Ultimate

Login

Character / Data — extends — View Facts

includes

Bookmark Data — extends — Book-mark

Notes

User

System

E/R Diagram

Relational Schema

Character -
- c_name
- c_characterID

Spot-
- s_startup
- s_intang

Roll-
- r_startup
- r_intang

Air -
- a_startup
- a_intang

Smash-
- sm_leftright
- sm_down
- sm_up

Tilt -
- t_leftright
- t_down
- t_up

Special -
- sp_leftright
- sp_down
- sp_up

Aerial -
- a_right
- a_left
- a_up
- a_down

Enemy -
- c_characterID

Item -
- i_itemID

Left/Right -
- lr_walk
- lr_run
- lr_air

Up -
- u_height

Down -
- d_fallspeed

Discord Repository

https://github.com/Silverluc1/CSE-111---Super-Data-Bros-Ultimate

Thank You

Questions?