

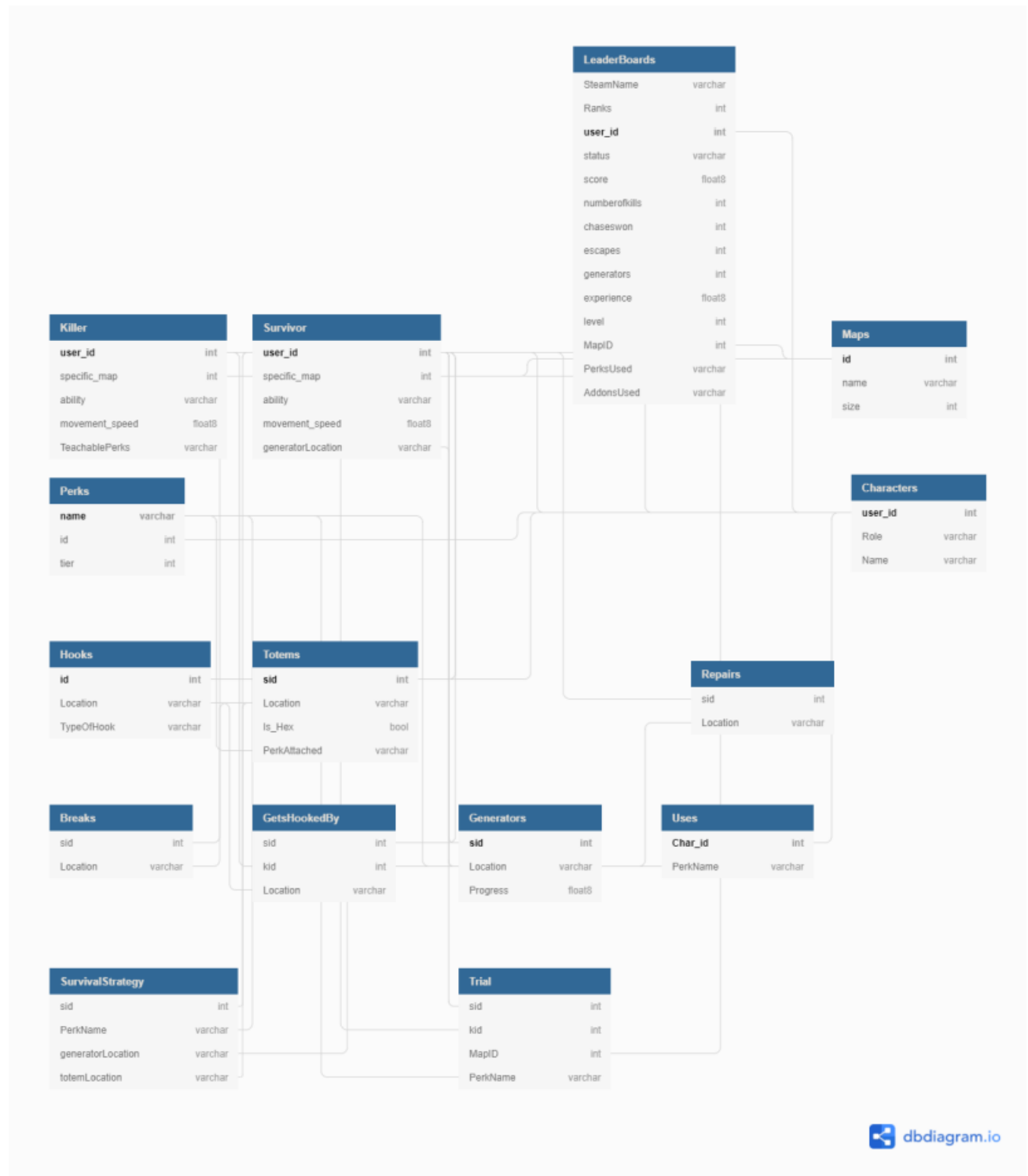
Project Dead By Daylight

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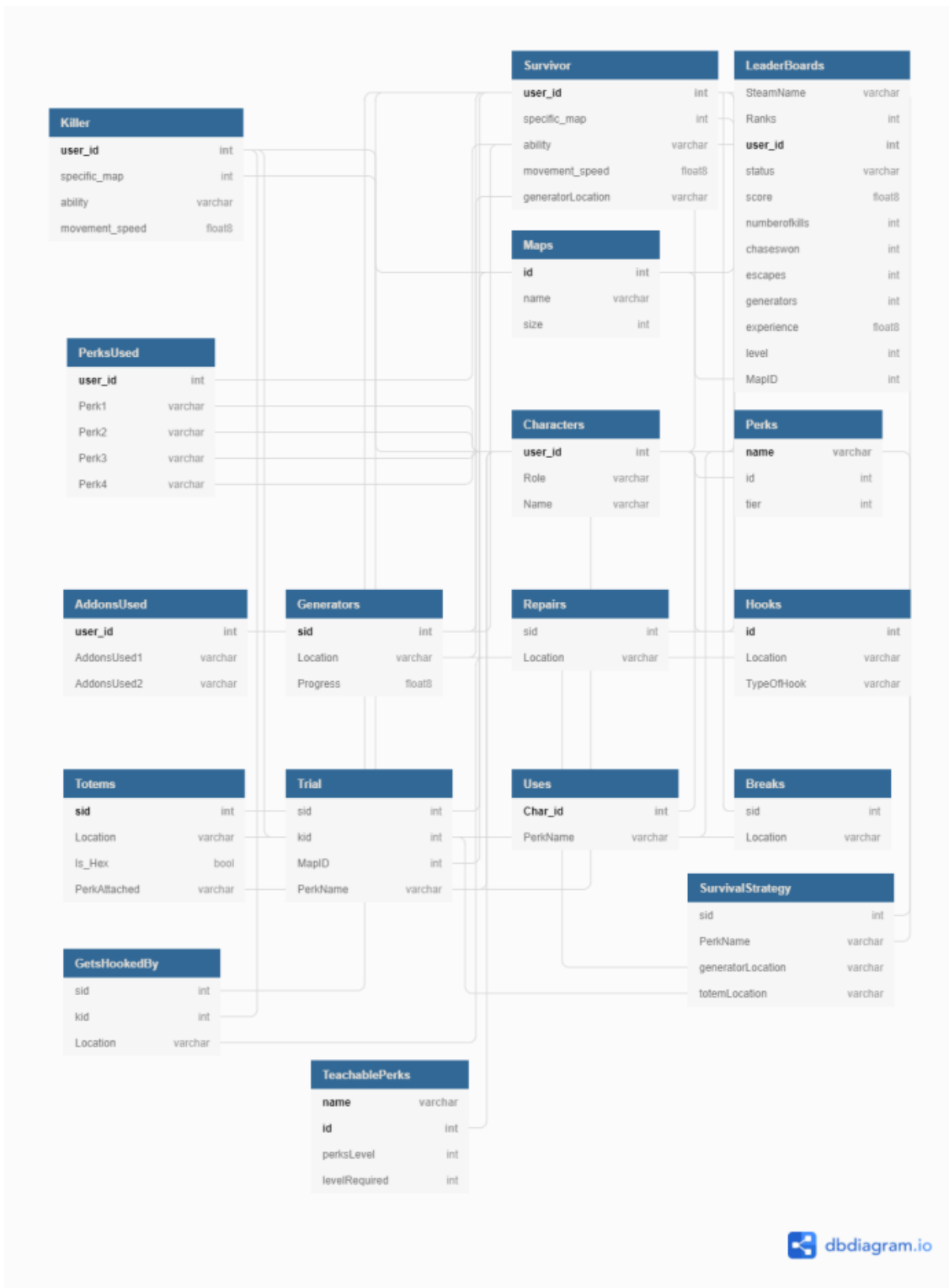
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After mapping ER to relational model:



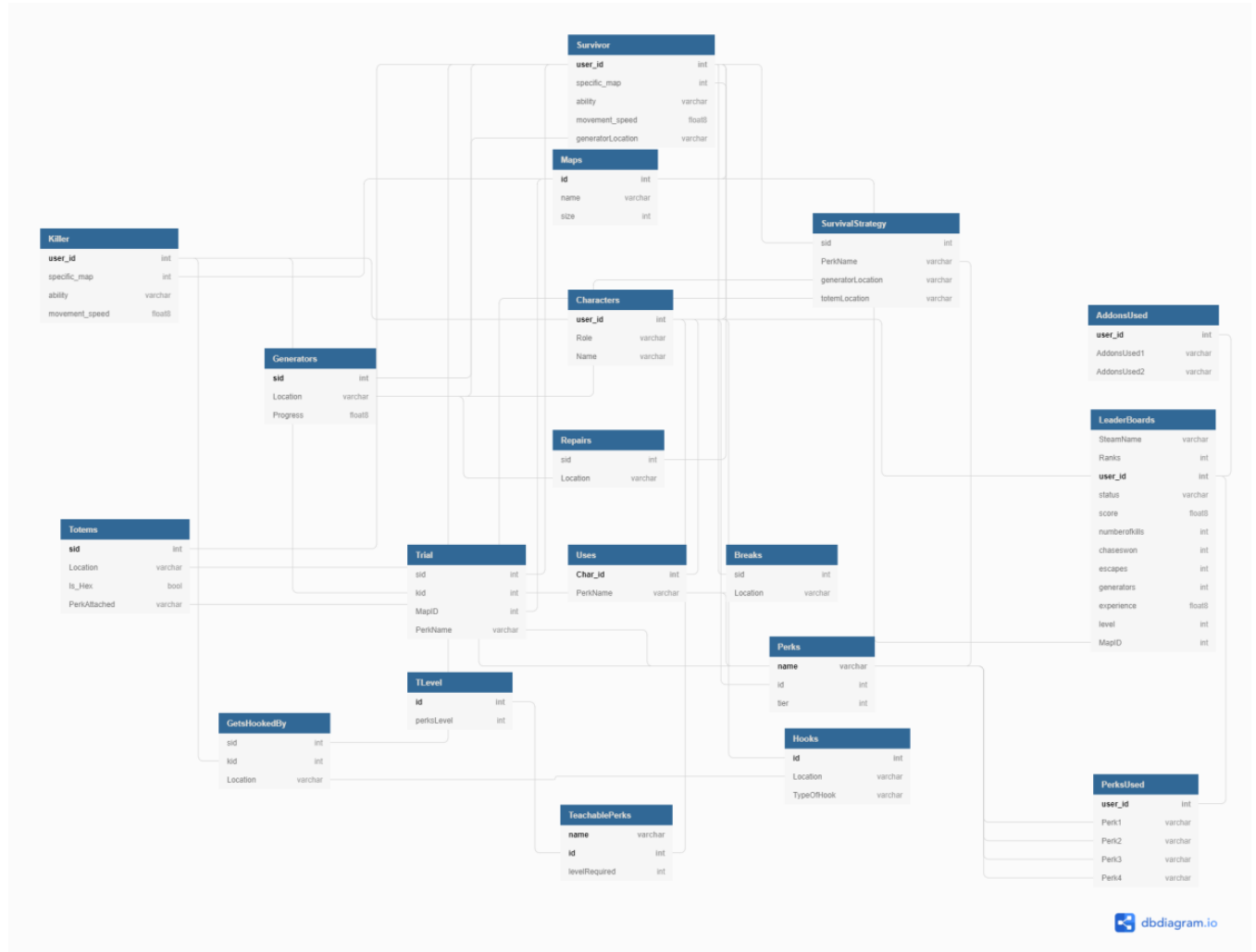
Relational model after conversion to 1NF:

- Multi valued attributes => Killer had a multivalued attribute called teachable perks, so we removed that and made a table for it.
- Leaderboards had multivalued attributes called Addons Used and Perks used which too were broken down into respective tables.



Relational model after conversion to 2NF:

Teachable perks had perks Level which was determined only by the ID, which is part of its primary key, so it was decomposed into two tables.



Relational model after conversion to 3NF:

Killer had movement speed, a non-prime attribute which was dependent on its ability, another non-prime attribute, so it was decomposed into two tables, with ability being the primary key in second table KSpeed.

LeaderBoards had score, a non-prime attribute which was dependent on number of kills, chases won, escapes and generators, so it was decomposed into two tables, with everything except score being the primary key in second table LScore.

Also, LeaderBoards had level, a non-prime attribute which was dependent on experience, another non-prime attribute, so it was decomposed into two tables, with experience being the primary key in the second table LLevel.

