11/12/2018

#Update 11/15/2018()

- adding IP address

| Orders (from left to right): | | |
|---|---|---|
| **Variables** | **Datatypes** | **Definitions** |

**[Key]**

| | | |
|---|---|---|
| Key_ID | int primary key foreign key reference Item(Item_ID) | Identification of key, 50 types of key |

**[ChestType]**

| | | |
|---|---|---|
| ChestType_Name | varchar(20) primary key | Identification of the special chest types, total of 3 |
| PlayerLevel_Require | tinyint null | Minimum level of the play to open a specific type of chest |
| KeyRequire | bit | Means boolean, either require a key(i.e. True) or not require one (i.e. False) |
| Chest_Duration | time(7) | Length of time this type of chest can exist on map |

| Key_ID | int foreign key reference Key(Key_ID) | |
|---|---|---|

**[Chest]**

| Chest_ID | int primary key | Identification of the chests |
|---|---|---|
| SpawnTime | datetime | Time when this chest appears on map; after this time of period, the chest will not show up. |
| ChestType_ID | int foreign key reference ChestType(ChestType_ID) | Identification of the chest types |

**[Item_Effect Table]**

| Item_Effect_ID | int primary key | Identification of the item effects |
|---|---|---|
| Name | nvarchar(50) | Item effect name |
| Effect_Duration | time(7) | Duration of effect |
| Effect_ID | int foreign key reference Effect(Effect_ID) | Get effect content from Effect table |

**[Item table]**

| Item_ID | int primary key | Identification of item |
|---|---|---|
| Item_Name | nvarchar (50) | [Mockaroo]grocery names |
| Destroy | bit | Boolean, if the item can be destroyed (True), otherwise False |
| Currency | smallint | Item value |
| Item_Effect_ID | int foreign key reference Item_Effect | Get item item effect from Item_Effect table |

**[Loot]**
**possible loots in specific types of chests**

| Item_ID | int primary key | |
|---|---|---|
| ChestType_ID | int primary key foreign key reference ChestType(ChestType_ID) | |
| Currency | int null | Money/cash, one of the loots |
| Item_Quantity_MIN | tinyint | Minimum of a specific item |
| Item_Quantity_MAX | tinyint | Maximum of a specific item |

**[Effect table]**

| Effect_ID | int primary key | Identification of effects |
|---|---|---|
| Effect_Heart | float null | How heart will be affected(eg. -0.5 hearts per 60 seconds enteres -0.5) |
| Effect_Speed | float null | How speed will be affected(eg. 110% of curren speed enteres 1.1) |

**[Player_Assets]**

| Item_ID | int primary key foreign key reference Item(Item_ID) | |
|---|---|---|
| Player_ID | int primary key foreign key reference Player(Player_ID) | |
| Quantity | tinyint | Number of items |

**[Player table]**

| Player_ID | int primary key | Identification of players |
|-----------|-----------------|---------------------------|
| LoginTime | datetime | Login time of players |
| Player_Name | nvarchar(50) | Name of players |
| Player_Level | smallint | Level of players |
| ChestatLvL | tinyint | Number of chests opened at this level, max of 5 |
| Player_Heart | tinyint | Heart(health) of the player |
| Currency | int | Cash in the players' pocket/wallet |

**[Climate]**

| Climate_ID | int primary key | Identification of climate |
|------------|-----------------|---------------------------|
| Name | nvarchar(50) | Name of climate |
| Effect_ID | int foreign key reference Effect(Effect_ID) | get effect from Effect table |

**[Map_Climate]**

| Location | nvarchar(10) primary key | location coordinate on map (eg. climate appears at (994,12)) |
|----------|--------------------------|-------------------------------------------------------------|
| Climate_ID | int primary key foreign key reference Climate(Climate_ID) | Identification of climates of locations |
| MaxRadius | smallint | Max radius of the climate (Between 5 and 8) |

| | | |
|---|---|---|
| InitialRadius | smallint | Initial radius of the climate when appear (Between 1 and 4) |
| Speed | float | speed that the climate grows if speed is positive (eg. 0.5 cm per min); speed that the climate decays if the speed is negative (-1.0 cm per min). |
| Note: | | |