

A player must have at least one Character and a character must be owned by one player. A player has the primary key Account_Number and the attributes email_Address, Forename, and surname. A Character has week primary key Character_Name and the attributes, AttackinSocre, DefenceScore, Money_wallet, Money_bank, Character_Expiry_Date, ExperiencePoints, Character_Type, Character_CreationDate, Max_Health, Level, StealthScore, Health and ManaScore. If the player is deleted so, is Character.

The Character may be carrying at least one Item_Space and the Item_Space may be carried by one Character. Item_Space has the attributes Quantity, Equipped and Worn. Item_Space must contain one Object and an Object can be contained by at least one Item_Space. If Object is deleted, then Item_Space is deleted. Object has a primary key Item and the attributes Item_Type, WeaponType, Range, Price, DefendScore, AttackScore, HealingScore, ManaScore, SingleUse, Wearable, and BodyPart.

The Character may participate in at least one Battle and a Battles must be participated by one Character. A Battle has a primary key BattleNo and the attributes Result, BattleDate, Weapon and Damage.

