

CS 340 Project
"The Great Houses"
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Entities:

People: first name, last name, occupation

Territories: name, climate, location(N,W,E,S), continent

House: name, colors (sigil), house words

Events: name, location, casualties (true/false), type (ie. wedding, battle, coup)

Relationships:

Houses rule territories: a territory can only be ruled by one house

People and events are many to many, people can be involved in many events and events can have many people involved with them.

People belong to houses: many people belong to one house.

1 Person leads 1 House.

Our project is to diagram the nobility of the *Song of Ice and Fire* fictional universe. There are many families involved in the overarching story and it can become complex enough to understand to where the books themselves require appendices at the end to explain all the side characters and their stories.

Since the series is mainly about political intrigue, there are many events that come to shape the political landscape in the fictional world. It's not uncommon for these events to kill off a character or forge a new alliance between houses. In this way, an event may be related to many people, territories, and houses, and vice versa: a many-to-many relationship.

The entities consist of the main "pieces": people, territories, houses, and events. People are noblemen and women who contribute significantly to the story. Territories are lands owned or contested by vassals of the realm. Houses are those noble families to which the people belong. Events are things which alter the above entities in some way - and there are many events.

The extent of the entities and the relationships are listed above. There should be sufficient complexity to their interrelation to where the project should be interesting. It will certainly beat having to explain the entire plot of the series to someone when they ask what's going on.