

Table: Human

All humans have a unique, identifying Salad Security Number (SSN) as well as a name. The SSN is the Human Table's Primary Key as multiple humans could have the same name. Humans also have three stats; health, which is an integer statistic describing how much "life" a human has, a defenseMultiplier, which is an integer multiplied by a human's weapon's defense stat, and, likewise, an attackMultiplier, which is an integer multiplied by a human's weapon's attack stat. The multiplier stats, once multiplied by the weapon's stats, dictate the total damage or defense that the human has. Perhaps the most important attribute of a Human is their role – which dictates how they interact in Funglsle. There are the two heroes which the user can control, a large amount of Saladorians, Saladore the Tyrant (the "boss"), and any number of villagers. In addition, all humans have only one weapon and can only be in one village or equivalently, a place, at a time.

Table: Vehicle

Each vehicle is dependent on the human that owns it, hence it has an SSN (the table's Primary Key which is also a foreign key) attribute which dictates that human owner. Multiple vehicles can belong to a Human, but a vehicle can only be owned by one Human. A vehicle also has a type, which dictates what kind of vehicle it is, and two stats, speed and armor, which are integers that dictate the speed and armor of the vehicle. The speed and armor stats tend to be related to the vehicle type, but this does not have to be the case. In addition, the speed and armor stats do not transfer to the owner; they simply detail the vehicle's characteristics.

Table: Village

A village has an unique, integer ID (the table's Primary Key), a name (that does not have to be unique, but happens to be the case in the game), and a status that dictates if its "freed" or "suppressed" i.e. still under control by the Saladorians or not. All humans must be based out of only one village (no more and no less) at any given time. A village can also be just a place; it does not have to be a collection of people living together in close proximity.

Table: Weapon

A weapon type has a unique name (which is the table's Primary Key) compared to all other weapon types. It also has attack and defense stats that are integers describing the attack and defense power of it. The defense stat effectively cancels the corresponding amount of attack imposed on the weapon and consequently human. A weapon also has two skill names that pertain to how you can use the weapon. Although each human (even villagers) has their own weapon, their weapons are identical in every way, so there will not be a separate listing for each identical weapon owned by a human. Each row in the Weapon table only describes a different weapon type.

Table: Food

A Food has just a unique name (which is the table's Primary Key) and a health recover amount. All the mushrooms, except the Almighty mushroom, can recover one hundred health to the human or animal that eats it. However, a dead human or animal will not gain health by eating it, because they are, of course, dead. The only exception to this rule is the almighty mushroom which can revive humans and

animals and can recover up to one thousand health. If a human or animal attempts to eat a mushroom while on full health, they will be allowed to do so, but their health will simply not change.

Table: Animal

An Animal has a unique name (the table's Primary Key) and belongs to a certain species. In addition, an animal has health, attack, and defense stats attached to it, with those stats generally correlating to the animal's species. An animal also has one named skill that can be identical to other animals. I briefly considered having an animal identification number, but as that didn't make sense, I decided to just have unique names which means that no animal, regardless of the owner, can have the same name. I also considered having the Animal's name be a partial key alongside the owner's SSN, but as an owner could potentially have two animals with the same name, I decided against the idea.

Table: Animal_has_Food

Animal_has_Food is dependent on the Food and Animal tables Primary Keys. It also has a "remaining" attribute that dictates how many of the mushrooms are held by the Animal entity. This table doesn't specifically describe an entity; it is intended to mediate a many to many relationship between an animal and its held food.

Table: Human_has_Food

Human_has_Food is dependent on the Food and Human tables Primary Keys. It also has a "remaining" attribute that dictates how many of the mushrooms are held by the Human entity. This table doesn't specifically describe an entity; it is intended to mediate a many to many relationship between a human and its held food.

Table: Human_fights_Human

The Human_fights_Human table dictates what human is fighting what other human, what animal/pet is involved, and if there has been a victor yet. The victor attribute is the SSN of the victorious human with a default of 0 if neither of the humans have died. Once either the hero or villain have died, the victor attribute is set to the SSN of the victorious human – regardless of whether the animal/pet of the hero is still alive. Right now, only heroes can fight the "baddies," and they must involve an accompanying pet (only one though) in the conflict.