

GAME OF THRONES DATABASE
BY:
ADAM CARLTON AND CLAYTON KILMER



TABLE OF CONTENTS:

1. URL TO PROJECT:

<http://ix.cs.uoregon.edu/~kilmer/cis451project/gameOfThronesDB.html>

2. SUMMARY: PG. 3

3. LOGICAL DESIGN: PG. 4

4. PHYSICAL DESIGN LINK:

https://github.com/adamcarlton/cis451project/blob/master/g_o_t.mwb

5. LIST OF APPLICATIONS: PG. 5

6. USER'S GUIDE: PG. 6

7. TABLE CONTENTS: Guest account has correct permission to view
contents

8. IMPLEMENTATION CODE LINK:

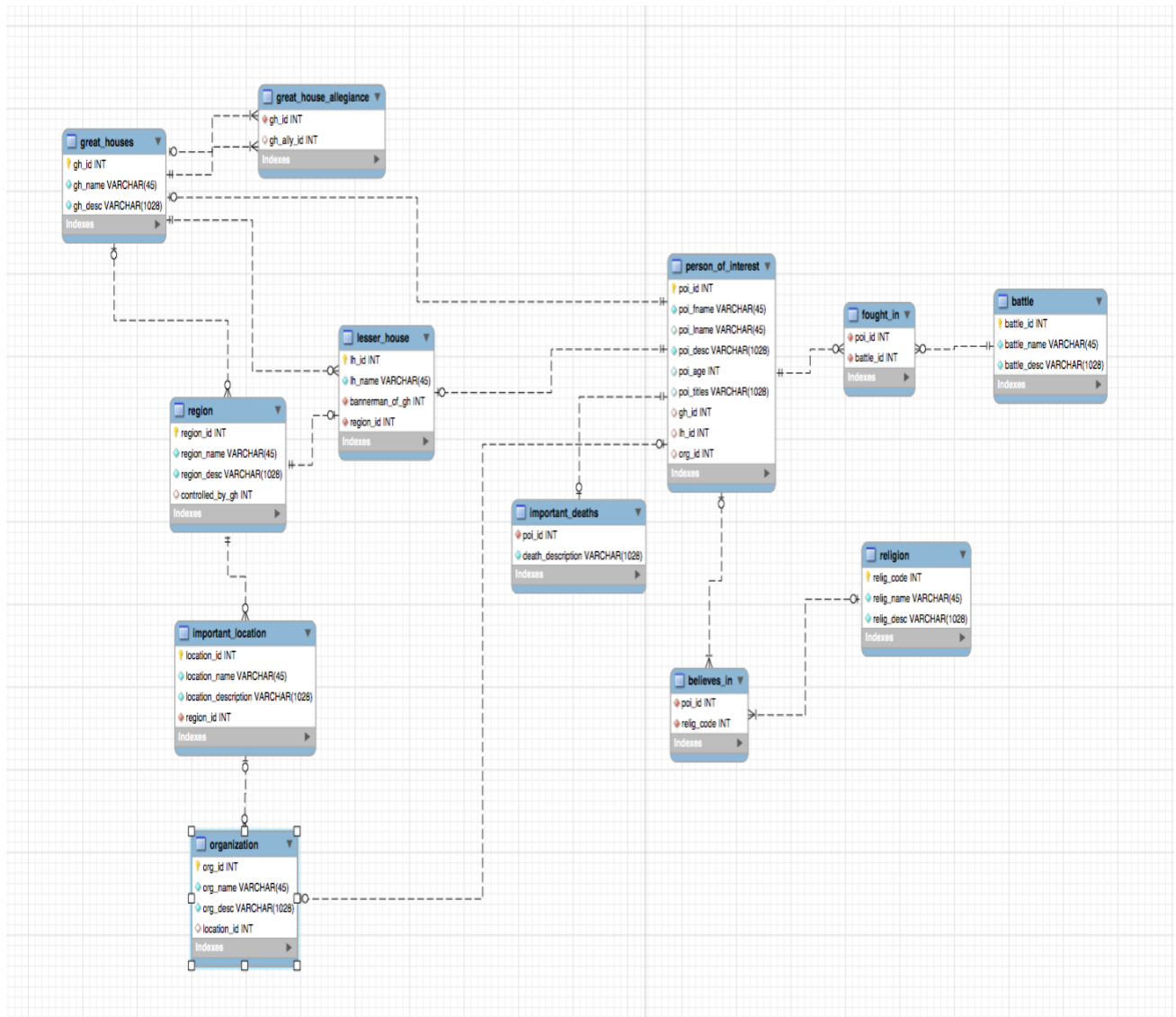
www.github.com/adamcarlton/cis451project

9. CONCLUSION: PG. 7

BRAG: To solve some weird query things due to people belonging to either a great house, lesser house, or no house, we have an IFNULL inside an IFNULL and multiple LEFT JOINS to have things return correctly.

SUMMARY

The database that Clayton and I are modeling is based on the world of Game of Thrones. The database will contain data on certain People of Interest, Great Houses, Important Battles, Important Deaths, Regions of the world, Important Locations in the world, Organizations, Alliances, and other information that relates to these main tables. The user will be able to query a name of a main character (person of interest) and receive important data about that person such as the house they belong to, battles they've fought in, if/how they died (it's George R.R. Martin, everyone dies ~_('')_/_), if they belong to any well-known organizations. The user will also be able to find out information on great houses such as the regions they control, allies/banner men, what religion they believe in, and battles that house has participated in. Our goal with this database is to create an easy way of finding out more about the G.O.T world and it's many, many characters and their stories and intricacies. We want to allow the user to have multiple options to choose from and not just have to go through a great house or person of interest to learn about the world; such as retrieving all the important battles that we've stored, or retrieving lesser houses by seeing what banner men the great houses have. We want to allow for the little things in the world to be able to make a showcase in this database, things a casual fan or reader may not have noticed or known beforehand. This could contain SPOILERS!!!



LIST OF APPLICATIONS

1. Find information on a certain person
2. Find all people from a specific Great House
3. Find the ruling house of a region if there is one
4. Get all great houses and who they owe allegiance to
5. Find the bannermen of Great Houses
6. Check if a person has died and if so, how
7. Get all the people of interest that have fought in battles that we've inserted
8. Get the location and description of an organization
9. Get information about an important location and the region it's in
10. Get the religion that a great house predominantly believes in

USER'S GUIDE:

Select the desired query and press the submit button. The query will be run and you will be redirected to the output page. Use the back button to go back to the menu page and select another query or input.

A few of the queries do not need user input and all that is required is to hit the submit button of the desired query.

Conclusion

Clayton and I made a pretty good Game of Thrones database with good information and neat little facts that people might have missed or didn't know to begin with. The relationships between tables make sense and it's decently comprehensive. If we had more time then I definitely would've filled out more of the 'person_of_interest' table to include people from every great house, important characters from lesser houses, and pulled from more battles. The world of Game of Thrones is massive so it was hard to juggle this project and other assignments when it came to filling out the data and certain tables like 'organizations' only had 10 main organizations worth entering so in some aspects this was slightly limited.