

CPSC 304 Project Cover Page

Milestone #: 4

Date: December 1, 2023

Group Number: 85

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Final Project Description

Our database models the general structure of an RPG, targeted for anyone interested in exploring how RPGs work at a basic level. Users of this database can see the important components that make up most RPGs, their relationships with each other, and examples of each instance. For some components, users can specify what to view, add, update, and delete from the list of examples, while others have buttons that allow the user to view a specific relationship between certain components.

Final Schema vs Initial Schema

We changed the 3NF Normalization for Dungeon to make 'name' the dominant key attribute for tables. As a result, the 3NF Normalization is as follows:

- Remove (difficulty, boss \rightarrow region) because (difficulty, boss \rightarrow name \rightarrow region)
- Remove (difficulty, boss \rightarrow minLevel) because (difficulty, boss \rightarrow name \rightarrow region)
- Decompose by Synthesis then gives tables:
 - DungeonName(name, boss, difficulty)
 - DungeonMinLevel(name, minLevel)
 - DungeonRegion(name, region)
 - DungeonMinLevelToDifficulty(minLevel, difficulty)

For Equipment, we switched a functional dependency (affectedStat \rightarrow type) to (type \rightarrow affectedStat) because it makes more sense in the context of an RPG. We also changed its 3NF Normalization to make 'name' the dominant key attribute for tables. As a result, the 3NF Normalization is as follows:

- Remove 'affectedStat' from (type, rarity, affectedStat \rightarrow statBoost) because we have (type \rightarrow affectedStat)
- Remove 'affectedStat' and 'statBoost' from (type, rarity, affectedStat, statBoost \rightarrow name) because we have (type \rightarrow affectedStat) and (rarity, affectedStat \rightarrow statBoost)
- Remove (rarity, affectedStat \rightarrow statBoost) because (rarity, affectedStat \rightarrow name \rightarrow statBoost)
- Decomposing by Synthesis now gives tables:
 - EquipmentUser(name, usedBy)

- EquipmentName(name, rarity, **type**)
- EquipmentStatBoost(**name**, statBoost)
- EquipmentType(type, affectedStat)

Additionally, Quest no longer has startNPC as an attribute because it is implicitly covered in WorksOn. As well, WorksOn no longer has NPC as part of its primary key since it is possible for a playableCharacter to work on a quest without an NPC. As a result, the NPC attribute can now be NULL in WorksOn.

Final Schema

- ★ Village(name, region, population, minLevel)
- ★ Sells(**village**, **equipment**, price)
- ★ EquipmentUser(**name**, **usedBy**)
- ★ EquipmentName(name, rarity, **type**)
- ★ EquipmentStatBoost(**name**, statBoost)
- ★ EquipmentType(type, affectedStat)
- ★ Contains(**equipment**: varchar, **dungeon**: varchar)
- ★ DungeonName(name, boss, difficulty)
- ★ DungeonMinLevel(**name**, **minLevel**)
- ★ DungeonRegion(**name**, region)
- ★ DungeonMinLevelToDifficulty(minLevel, difficulty)
- ★ NPC(name, title, **village**)
- ★ Interacts(**NPC**, **playableCharacter**)
- ★ Quest(title, difficulty, reward, length, minLevel)
- ★ WorksOn(**quest**, **NPC**, **playableCharacter**)
- ★ PlayableCharacter(username, class, charLevel, health, energy, attack, defense, speed, **pet**)
- ★ PetSpecies(name, **species**)
- ★ PetOwner(**name**, **owner**)
- ★ PetAbility(species, ability)
- ★ PetLevel(**species**, abilityCooldown, pLevel)
- ★ Fights(**playableCharacter**, **monster**)
- ★ Monster(name, type, monsLevel, health, attack, defense, **defends**)

- ★ Boss(name, ability)
- ★ Neutral(name, triggeredBy)

Post-setup Data

Village

NAME	REGION	POPULATION	MINLEVEL
Tutorial Town	Lowlands	25	1
Farms	Lowlands	40	5
Aria Falls	Wicked Forest	20	20
Shipton	Beach	50	30
Frostford	Mount Veritas	25	40

Sells

VILLAGE	EQUIPMENT	PRICE
Tutorial Town	Short Sword	100
Farms	Chainmail	250
Aria Falls	Demonic Staff	800
Shipton	Magic Boots	500
Frostford	Frost Glaive	900

EquipmentName

NAME	RARITY	TYPE
Light Bow	Uncommon	Bow
Shadow Cloak	Uncommon	Cloak
Ritual Grail	Rare	Spell
Singed Wand	Rare	Staff
Soulless Sabre	Epic	Sword
Short Sword	Common	Sword
Chainmail	Common	Armour
Demonic Staff	Rare	Staff
Magic Boots	Common	Boots
Frost Glaive	Epic	Polearm

EquipmentUser

NAME	USED BY
-----	-----
Short Sword	
Chainmail	Jay
Demonic Staff	Simon
Magic Boots	
Frost Glaive	Alice

EquipmentStatBoost

NAME	STATBOOST
-----	-----
Light Bow	12
Shadow Cloak	15
Ritual Grail	50
Singed Wand	20
Soulless Sabre	45
Short Sword	5
Chainmail	10
Demonic Staff	40
Magic Boots	5
Frost Glaive	75

EquipmentType

TYPE	AFFECTEDST
-----	-----
Sword	Attack
Polearm	Attack
Armour	Defense
Staff	Attack
Boots	Speed
Helmet	Health
Bow	Attack
Cloak	Speed
Spell	Energy

Contains

EQUIPMENT	DUNGEON
Light Bow	The Abandoned Farm
Ritual Grail	The Raging Catacombs
Shadow Cloak	Lair of the Perished Mountain
Singed Wand	The Eternal Cells
Soulless Sabre	The Bleak Tunnels

DungeonName

NAME	BOSS	DIFFICULTY
The Abandoned Farm	The Bull	1
Lair of the Perished Mountain	The Frost Dragon	4
The Raging Catacombs	Skulls of Fear	3
The Eternal Cells	The Prison Guard	3
The Bleak Tunnels	The Tree of Evil	2
Dimension of Paranoia	Transcended Nightmare	10

DungeonMinLevel

NAME	MINLEVEL
The Abandoned Farm	5
Lair of the Perished Mountain	40
The Raging Catacombs	30
The Eternal Cells	30
The Bleak Tunnels	20
Dimension of Paranoia	100

DungeonRegion

NAME	REGION
The Abandoned Farm	Lowlands
Lair of the Perished Mountain	Mount Veritas
The Raging Catacombs	Beach
The Eternal Cells	Beach
The Bleak Tunnels	Wicked Forest
Dimension of Paranoia	The Void

DungeonMinLevelToDifficulty

MINLEVEL	DIFFICULTY
5	1
10	1
20	2
30	3
40	4
50	5
65	6
75	7
90	8
95	9
100	10

NPC

NAME	TITLE	VILLAGE
Gerald	Leader	Tutorial Town
Franky	Blacksmith	Tutorial Town
Gordon	Head Chef	Tutorial Town
Sarah	Combat Teacher	Tutorial Town
Rachel	Shopkeeper	Tutorial Town
Lily	Musician	Tutorial Town
Lisa	Librarian	Tutorial Town
Severus	Potion Master	Tutorial Town
Archibald	Forest Elf Leader	Aria Falls
Thornald	Forest Elf Deputy	Aria Falls
Fletchald	Forest Elf Seeker	Aria Falls
NAME	TITLE	VILLAGE
Clerald	Forest Elf Healer	Aria Falls
Levius	Forest Fairy	Aria Falls
Petra	Farmer	Farms
Rob	Animal Keeper	Farms
Harold	Farmer	Farms
Maurelle	Shipwright Head	Shipton
Ichiko	Shipwright	Shipton
Reese	Mechanic	Shipton
Pauline	Shipwright	Shipton
Teddy	Shiphand	Shipton
Angelica	Messenger	Shipton

NAME	TITLE	VILLAGE
Chad	Apprentice	Shipton
Sampson	Adventurer	Frostford
Joyce	Ice Climber	Frostford
Erin	Medic	Frostford
Wrysley	Leader	Frostford
Vander	Guardian	Frostford
Rue	Cook	Frostford

Interacts

NPC	PLAYABLECH
Archibald	Elle
Gerald	Jay
Maurelle	Lockhart
Petra	Steven
Sampson	Alice

Quest

TITLE	DIFFICULTY	REWARD	LENGTH	MINLEVEL
First Steps	1	100	1	1
Grasping the Basics	1	350	3	2
Too Many Weeds	2	600	2	5
Stop the Landslide!	2	500	1	10
Forest Restoration	3	800	3	20
Operation Anti-Invasion	3	1500	5	25
Security Checkup	2	700	2	25
Collect Clams	4	1500	2	30
A Perilous Journey	5	2000	4	40
Disease Overhaul	6	8000	5	50
Slippery Hike	5	3500	1	50

WorksOn

QUEST	NPC	PLAYABLECH	QUEST	NPC	PLAYABLECH
First Steps	Gerald	Jay	Too Many Weeds	Petra	Simon
First Steps	Gerald	Elle	Too Many Weeds	Petra	Felix
First Steps	Gerald	Simon	Too Many Weeds	Petra	Keanu
First Steps	Gerald	Alice	Too Many Weeds	Petra	Elle
First Steps	Gerald	Lockhart	Too Many Weeds	Petra	Kate
First Steps	Gerald	Kate	Too Many Weeds	Petra	Jerry
First Steps	Gerald	Edward	Too Many Weeds	Petra	Lockhart
First Steps	Gerald	Felix	Stop the Landslide!		Lockhart
Grasping the Basics		Lockhart	Stop the Landslide!		Kate
Grasping the Basics		Kate	Forest Restoration	Archibald	Jay
Too Many Weeds	Petra	Jay	Forest Restoration	Archibald	Elle

QUEST	NPC	PLAYABLECH
Forest Restoration	Archibald	Steven
Forest Restoration	Archibald	Keanu
Forest Restoration	Archibald	Felix
Forest Restoration	Archibald	Lockhart
Forest Restoration	Archibald	Kate
Operation Anti-Invasion	Fletchald	Lockhart
Operation Anti-Invasion	Fletchald	Kate
Security Checkup	Franky	Lockhart
Security Checkup	Franky	Kate
Collect Clams	Maurelle	Jay
Collect Clams	Maurelle	Edward
QUEST	NPC	PLAYABLECH
Collect Clams	Maurelle	Steven
Collect Clams	Maurelle	Elle
Collect Clams	Maurelle	Kate
Collect Clams	Maurelle	Lockhart
Collect Clams	Maurelle	Alice
A Perilous Journey	Sampson	Jay
A Perilous Journey	Sampson	Elle
A Perilous Journey	Sampson	Steven
A Perilous Journey	Sampson	Lockhart
A Perilous Journey	Sampson	Alice
A Perilous Journey	Sampson	Kate
QUEST	NPC	PLAYABLECH
Disease Overhaul	Erin	Lockhart
Disease Overhaul	Erin	Kate
Slippery Hike	Joyce	Jay
Slippery Hike	Joyce	Elle
Slippery Hike	Joyce	Lockhart
Slippery Hike	Joyce	Edward
Slippery Hike	Joyce	Alice
Slippery Hike	Joyce	Kate

PlayableCharacter

USERNAME	CLASS	CHARLEVEL	HEALTH	ENERGY	ATTACK	DEFENSE	SPEED	PET
Jay	Warrior	5	400	100	30	15	10	Bob
Elle	Mage	10	1200	110	40	25	15	Larry
Simon	Archer	20	1000	150	80	50	25	Tabby
Alice	Warrior	30	2000	270	100	80	30	Edwin
Steven	Assassin	40	3000	370	150	110	50	Stacy
Felix	Scout	15	350	100	40	20	30	
Edward	Assassin	25	2200	250	95	20	30	
Lockhart	Mage	77	3400	850	150	125	50	
Keanu	Warrior	50	3000	120	180	150	35	
Kate	Archer	80	3600	150	400	240	60	
Jerry	Scout	30	900	130	90	40	50	

PetSpecies

NAME	SPECIES
-----	-----
Bob	Cat
Larry	Dog
Tabby	Cat
Edwin	Bird
Stacy	Horse

PetOwner

NAME	OWNER
-----	-----
Bob	Jay
Larry	Elle
Tabby	Simon
Edwin	Alice
Stacy	Steven

PetAbility

SPECIES	ABILITY
-----	-----
Cat	Heal
Dog	Bite
Snake	Stun
Bird	Fly
Horse	Gallop

PetLevel

SPECIES	ABILITYCOOLDOWN	PLEVEL
-----	-----	-----
Cat	8	3
Dog	3	8
Cat	6	5
Bird	10	6
Dog	5	6

Fights

PLAYABLECH MONSTER	

Alice	Mountain Goat
Elle	Tree Sprite
Jay	Timid Zombie
Simon	Clam
Steven	Clay Dummy

Monster

NAME	TYPE	MONSLEVEL	HEALTH	ATTACK	DEFENSE	DEFENDS

Timid Zombie	Undead	1	50	5	0	
Clam	Water	20	800	30	10	
Tree Sprite	Earth	5	300	10	2	The Bleak Tunnels
Mountain Goat	Ice	30	1700	50	30	
Clay Dummy	Earth	20	1200	40	100	The Raging Catacombs
Angry Chicken	Normal	3	100	8	5	The Abandoned Farm
Grumpy Sheep	Normal	5	250	5	15	The Abandoned Farm
The Bull	Normal	10	900	20	10	The Abandoned Farm
Skulls of Fear	Undead	40	2500	125	180	The Raging Catacombs
The Prison Guard	Undead	35	2000	5	0	The Eternal Cells
The Tree of Evil	Earth	25	1800	100	100	The Bleak Tunnels

NAME	TYPE	MONSLEVEL	HEALTH	ATTACK	DEFENSE	DEFENDS

Enchanted Leaf Swarm	Earth	15	1100	80	30	The Bleak Tunnels
The Frost Dragon	Ice	75	5000	250	400	Lair of the Perished Mountain
Ice Witch	Ice	60	3500	200	200	Lair of the Perished Mountain
Sleepy Spider	Earth	10	700	20	5	The Bleak Tunnels
Beach Crab	Water	30	1200	50	30	
Mountain Bear	Ice	30	1200	50	30	
Transcended Nightmare	Spirit	100	75000	900	400	Dimension of Paranoia

Boss

NAME	ABILITY

The Bull	Unstoppable Charge
Clam	Water Gun
Skulls of Fear	Death Bite
The Prison Guard	Bat Strike
The Tree of Evil	Roots of Doom
The Frost Dragon	Frozen Roar
Tree Sprite	Vine Whip
Transcended Nightmare	Doomsday Void

Neutral

NAME	TRIGGEREDBY
Sleepy Spider	Loud noise
Timid Zombie	Proximity
Clay Dummy	Proximity
Beach Crab	Damage
Mountain Bear	Damage

SQL Queries and Locations

INSERT

- File: addDeleteEntry.php
- Line Number: 188

DELETE

- File: addDeleteEntry.php
- Line Number: 205

UPDATE

- File: editEntry.php
- Line Number: 124-129, 134-138

Selection

- File: index.php
- Line Number: 446

Projection

- File: index.php
- Line Number: 306

Join

- File: index.php
- Line Number: 284-286

Aggregation with GROUP BY

- File: index.php
- Line Number: 331

Aggregation with HAVING

- File: aggregatinHaving.php
- Line Number: 95

Nested aggregation with GROUP BY

- File: nestedAggregation.php
- Line Number: 94-97

Division

- File: index.php
- Line Number: 351

GUI Functionality

INSERT

Before

Insert Values into Monster

Name:

Type:

Level:

Health:

Attack:

Defense:

Defends:

Count the Tuples in Monster

The number of tuples in Monster: 18

During

Insert Values into Monster

Name:

Type:

Level:

Health:

Attack:

Defense:

Defends:

After

Count the Tuples in Monster

Success, new Monster added!

Count the Tuples in Monster

The number of tuples in Monster: 19

DELETE

Before

Count the Tuples in Monster

Count

back

The number of tuples in Monster: 19

Delete Monster

Name:

Delete Monster

During

Delete Monster

Name:

Delete Monster

After

back

monster successfully deleted

Count the Tuples in Monster

Count

back

The number of tuples in Monster: 18

UPDATE

Before

Update Monster Values

Name:

Type:

Level:

Health:

Attack:

Defense:

Defends:

Display Tuples in Monster Table

Monster Table:

Name	Type	Level	Health	Attack	Defense	Defends	Dungeon
Timid Zombie	ground	100	1001	1000	1000		
Clam	ground	20	800	30	10		
Tree Sprite	Earth	5	300	10	2		
Mountain Goat	Ice	30	1200	50	30		
Clay Dummy	Earth	100	700	20	5	The Raging Catacombs	
The Bull	Normal	10	700	20	5	The Abandoned Farm	
Skulls of Fear	Undead	1	50	5	0	The Raging Catacombs	
The Prison Guard	Undead	1	50	5	0	The Eternal Cells	
The Tree of Evil	Earth	25	1000	75	100	The Bleak Tunnels	
The Frost Dragon	Ice	75	5000	250	400	Lair of the Perished Mountain	
Sleepy Spider	Earth	10	700	20	5		
Beach Crab	Water	30	1200	50	30		
Mountain Bear	Ice	30	1200	50	30	Lair of the Perished Mountain	
Transcended Nightmare	Spirit	100	75000	900	400		
test	ground	2	97	800	800	The Raging Catacombs	

During

Update Monster Values

Name:

Type:

Level:

Health:

Attack:

Defense:

Defends

Display Tuples in Monster Table

Monster Table:

Name	Type	Level	Health	Attack	Defense	Defends	Dungeon
Timid Zombie	ground	100	1001	1000	1000		
Clam	ground	20	800	30	10		
Tree Sprite	Earth	5	300	10	2		
Mountain Goat	Ice	30	1200	50	30		
Clay Dummy	Earth	100	700	20	5	The Raging Catacombs	
The Bull	Normal	10	700	20	5	The Abandoned Farm	
Skulls of Fear	Undead	1	50	5	0	The Raging Catacombs	
The Prison Guard	Undead	1	50	5	0	The Eternal Cells	
The Tree of Evil	Earth	25	1000	75	100	The Bleak Tunnels	
The Frost Dragon	Ice	75	5000	250	400	Lair of the Perished Mountain	
Sleepy Spider	Earth	10	700	20	5		
Beach Crab	Water	30	1200	50	30		
Mountain Bear	Ice	30	1200	50	30	Lair of the Perished Mountain	
Transcended Nightmare	Spirit	100	75000	900	400		
test	ground	2	97	800	800	The Raging Catacombs	

After

Update Monster Values

Name:

Type:

Level:

Health:

Attack:

Defense:

Defends

Display Tuples in Monster Table

Monster Table:

Name	Type	Level	Health	Attack	Defense	Defends	Dungeon
Timid Zombie	Fire	25	500	500	500		The Bleak Tunnels
Clam	ground	20	800	30	10		
Tree Sprite	Earth	5	300	10	2		
Mountain Goat	Ice	30	1200	50	30		
Clay Dummy	Earth	100	700	20	5		The Raging Catacombs
The Bull	Normal	10	700	20	5		The Abandoned Farm
Skulls of Fear	Undead	1	50	5	0		The Raging Catacombs
The Prison Guard	Undead	1	50	5	0		The Eternal Cells
The Tree of Evil	Earth	25	1000	75	100		The Bleak Tunnels
The Frost Dragon	Ice	75	5000	250	400		Lair of the Perished Mountain
Sleepy Spider	Earth	10	700	20	5		
Beach Crab	Water	30	1200	50	30		
Mountain Bear	Ice	30	1200	50	30		Lair of the Perished Mountain
Transcended Nightmare	Spirit	100	75000	900	400		
test	ground	2	97	800	800		The Raging Catacombs

Selection

Before

Specify Conditions

Use same attribute names as displayed, use a space between each term.

Numeric comparisons: =, <> (not equal), <, <=, >, >=.

Alphanumeric comparisons: =; use % to indicate that any number of alphanumeric characters can go there.

Connect conditions with OR, AND (note that AND is evaluated first unless brackets are used)

Example: username = %a% AND (speed > 20 OR charlevel != 50)

Apply Conditions

During

Specify Conditions

Use same attribute names as displayed, use a space between each term.

Numeric comparisons: =, <> (not equal), <, <=, >, >=.

Alphanumeric comparisons: =; use % to indicate that any number of alphanumeric characters can go there.

Connect conditions with OR, AND (note that AND is evaluated first unless brackets are used)

Example: username = %a% AND (speed > 20 OR charlevel != 50)

Apply Conditions

After

Specify Conditions

Use same attribute names as displayed, use a space between each term.

Numeric comparisons: =, <> (not equal), <, <=, >, >=.

Alphanumeric comparisons: =; use % to indicate that any number of alphanumeric characters can go there.

Connect conditions with OR, AND (note that AND is evaluated first unless brackets are used)

Example: username = %a% AND (speed > 20 OR charlevel != 50)

Apply Conditions

PLAYABLECHARACTER

USERNAME: Jay, CLASS: Warrior, CHARLEVEL: 5, HEALTH: 400, ENERGY: 100, ATTACK: 30, DEFENSE: 15, SPEED: 10, PET: Bob

Projection

Before

Filters

■ USERNAME ■ CLASS ■ CHARLEVEL ■ HEALTH ■ ENERGY ■ ATTACK ■ DEFENSE ■ SPEED ■ PET

Set Filters

During

Filters

☒ USERNAME ☒ CLASS ☐ CHARLEVEL ☐ HEALTH ☐ ENERGY ☐ ATTACK ☐ DEFENSE ☐ SPEED ☐ PET Set Filters

After

PLAYABLECHARACTER

USERNAME: Jay, CLASS: Warrior

USERNAME: Elle, CLASS: Mage

USERNAME: Simon, CLASS: Archer

USERNAME: Alice, CLASS: Warrior

USERNAME: Steven, CLASS: Assassin

USERNAME: Felix, CLASS: Scout

USERNAME: Edward, CLASS: Assassin

USERNAME: Lockhart, CLASS: Mage

USERNAME: Keanu, CLASS: Warrior

USERNAME: Kate, CLASS: Archer

USERNAME: Jerry, CLASS: Scout

Join

Before

Show playable characters' names, levels, and classes who have worked on a specific quest:

A Perilous Journey

Select Quest

During

Show playable characters' names, levels, and classes who have worked on a specific quest:

A Perilous Journey

Select Quest

After

Show playable characters' names, levels, and classes who have worked on a specific quest:

A Perilous Journey

Select Quest

WORKSON

USERNAME: Jay, CHARLEVEL: 5, CLASS: Warrior

USERNAME: Elle, CHARLEVEL: 10, CLASS: Mage

USERNAME: Alice, CHARLEVEL: 30, CLASS: Warrior

USERNAME: Steven, CHARLEVEL: 40, CLASS: Assassin

USERNAME: Lockhart, CHARLEVEL: 77, CLASS: Mage

USERNAME: Kate, CHARLEVEL: 80, CLASS: Archer

Aggregation with GROUP BY

Before

Filters

☐ USERNAME

☐ CLASS

☐ CHARLEVEL

☐ HEALTH

☐ ENERGY

☐ ATTACK

☐ DEFENSE

☐ SPEED

☐ PET

Set Filters

Specify Conditions

Use same attribute names as displayed, use a space between each term.
Numeric comparisons: =, <> (not equal), <, >, >=,
Alphanumeric comparisons: *; use % to indicate that any number of alphanumeric characters can go there.
Connect conditions with OR, AND (note that AND is evaluated first unless brackets are used)

Example: username = %a% AND (speed > 20 OR charlevel != 50)

Apply Conditions

During

Class Level

Find average level of each class

Find

After

[illegible]

Aggregation with HAVING

Before

Generic RPG Database: Find the lowest Monster level which defends multiple Dungeons

Press the button below!!

Get Monster level

back

During

Generic RPG Database: Find the lowest Monster level which defends multiple Dungeons

Press the button below!!

Get Monster level

back

After

Generic RPG Database: Find the lowest Monster level which defends multiple Dungeons

Press the button below!!

Get Monster level

back

The level of the monster with the lowest level that is > 5, for each dungeon that has at least 2 monsters defending it are:

Level	Defends Dungeon
30	Lair of the Perished Mountain

Nested aggregation with GROUP BY

Before

Generic RPG Database: Find all quest lengths that have an average reward higher than the average reward of all quests

Press the button below!!

Get Quest Lengths

back

During

Generic RPG Database: Find all quest lengths that have an average reward higher than the average reward of all quests

Press the button below!!

Get Quest Lengths

back

After

Generic RPG Database: Find all quest lengths that have an average reward higher than the average reward of all quests

Press the button below!!

Get Quest Lengths

back

All quest lengths that have an average reward higher than the average reward of all quests:

Quest Length Quest Reward

4 2000

3 1150

Division

Before

Filters

☐ USERNAME☐ CLASS☐ CHARLEVEL☐ HEALTH☐ ENERGY☐ ATTACK☐ DEFENSE☐ SPEED☐ PET

Set Filters

Specify Conditions

Use same attribute names as displayed, use a space between each term.
Numeric comparisons: =, <> (not equal), <, <=, >, >=.
Alphanumeric comparisons: =; use % to indicate that any number of alphanumeric characters can go there.
Connect conditions with OR, AND (note that AND is evaluated first unless brackets are used)

Example: username = %a% AND (speed > 20 OR charlevel != 50)

Apply Conditions

During

Playable Character Level

Find levels of playable characters who have worked on every quest

Find

After

Filters

☐ USERNAME

☐ CLASS

☐ CHARLEVEL

☐ HEALTH

☐ ENERGY

☐ ATTACK

☐ DEFENSE

☐ SPEED

☐ PET

Set Filters

These are the levels of the playable characters that have worked on every quest

77

80

Specify Conditions

Use same attribute names as displayed, use a space between each term.

Numeric comparisons: =, <> (not equal), <, <=, >, >=.

Alphanumeric comparisons: =, use % to indicate that any number of alphanumeric characters can go there.

Connect conditions with OR, AND (note that AND is evaluated first unless brackets are used)

Example: username = %a% AND (speed > 20 OR charlevel != 50)

Apply Conditions