Hello, this is Alexander. This Wartest Management System is aimed for those Warhammer II players. It allows them to form up their troops and record their wartest results. Each user can read information from all the five tables but can only manipulate their own troops and wartests. So, these three tables are the main part of the database. Each troop has exactly one lord. Each lord and each arm belong to exactly one race. Since one troop may have several arms and one arm may appear in several troops, I used a bridge table, composition, to implement that many-to-many relationship.

For the architecture of the application, the front-end passes the user inputs into the service layer. The service retrieves information from or inserts information into the database through the data accessing layer. Then, the service analyzes or rearranges the raw information and post it back to the front-end.