

CPSC 304 Project Cover Page

Milestone #: 2

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Group Number: 100

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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.)

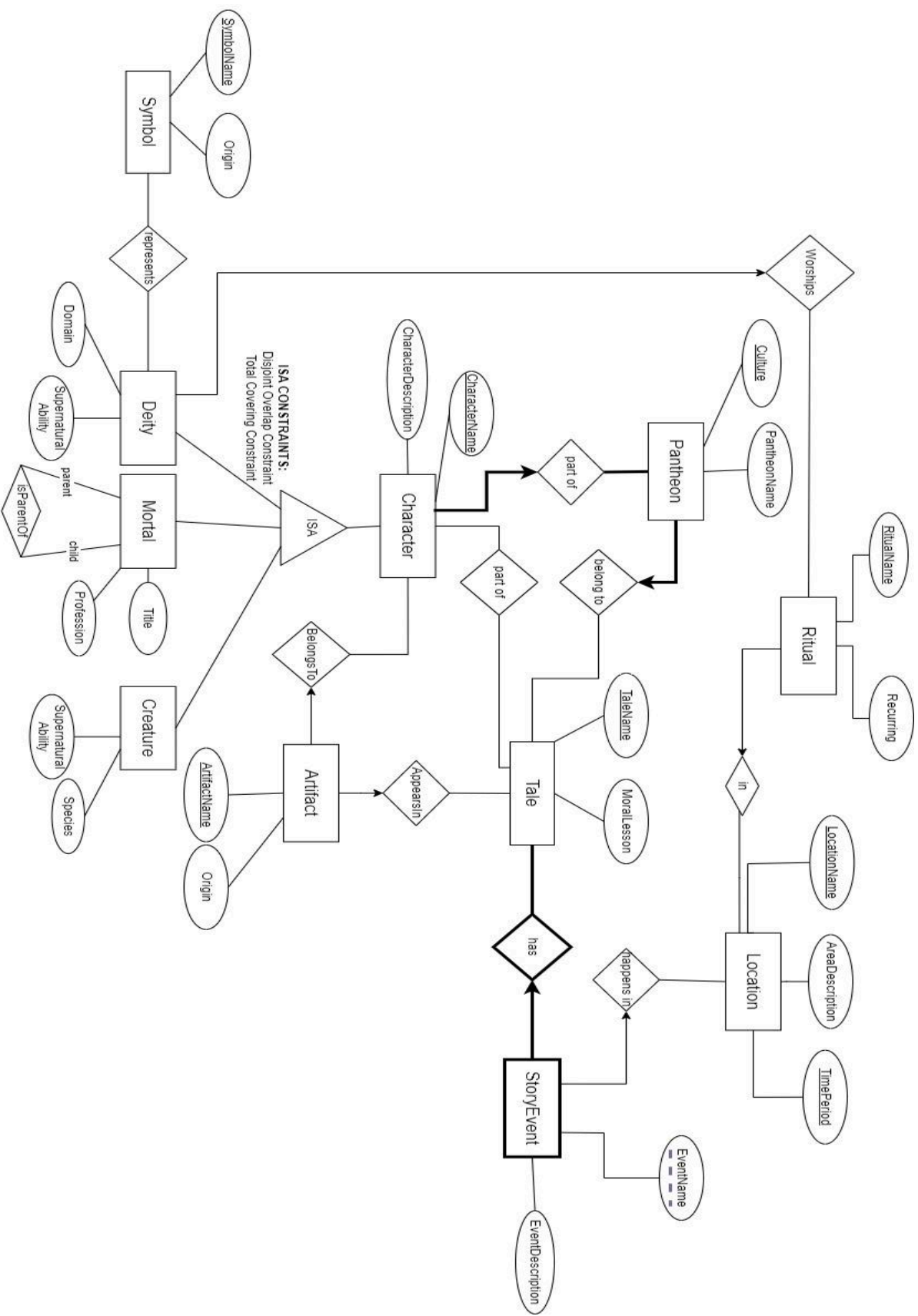
In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

2. A brief (~2-3 sentences) summary of your project. Many of your TAs are managing multiple projects so this will help them remember details about your project.

Our project is an Oracle-based database containing data about mythologies of different cultures, both ancient and modern, allowing the public to educate themselves about various belief systems around the world. The domain of this project is religion, mythology, and international culture. The goal of this project is to educate and practice cultural preservation.

3. The ER diagram you are basing your item #3 (below) on. This ER diagram may be the same as your milestone 1 submission or it might be different. If you have made changes from the version submitted in milestone 1, attach a note indicating what changes have been made and why.

- Changed the vertex of the ISA triangle to be pointing up (it was upside-down previously)
- Changed the “Events” entity name to “StoryEvents” to make it clearer how it is a weak entity of the “Tale” entity.
- Changed entity participation constraints between Pantheon and Character by bolding the lines for the relationship between them.
- Changed relation between Location and Tale to a one-to-many relationship between Location and StoryEvent
- Deleted relationship between Character and Location
- Deleted relationship between Character and Ritual
- Created relationship between Location and StoryEvent
- Added new relation “Worships” between Deity and Ritual
- Changed all Entity names to be singular for consistency
- Changed Character.Age to Character.CharacterDescription
- Changed Ritual.Frequency to Ritual.Recurring
 - A true/false attribute on whether the Ritual is a recurring ritual or a one-time thing.



4. The schema derived from your ER diagram (above). For the translation of the ER diagram to the relational model, follow the same instructions as in your lectures. The process should be reasonably straightforward. For each table:

- a. List the table definition (e.g., Table1(attr1: domain1, attr2: domain2, ...)). Make sure to include the domains for each attribute.**
- b. Specify the primary key (PK), foreign keys (FK), and other constraints (e.g., not null, unique, etc.) that the table must maintain.**

Location(LocationName: char[32], AreaDescription: char[512], TimePeriod: char[32]
Primary Key(LocationName))

Ritual(RitualName: char[32], Recurring: Boolean, CharacterName: char[32], LocationName: char[32],
Primary Key (RitualName),
Foreign Key (CharacterName) references Deity,
Foreign Key (LocationName) references Location)

Tale(TaleName: char[32], MoralLesson: char[32], Culture: char[32]
Primary Key (TaleName)
Foreign Key (Culture) references Pantheon)

StoryEvents(TaleName: char[32], EventName: char[32], EventDescription: char[512],
LocationName: char[32],
Primary Key (TaleName, EventName),
Foreign Key (TaleName) References Tale,
Foreign Key (LocationName) references Location)

Pantheons(Culture: char[32],
PantheonName: char[32],
Primary Key (Culture))

Artifacts(ArtifactName: char[32],
Origin: char[512],
Primary Key(ArtifactName))

BelongsTo(ArtifactName: char[32],
CharacterName: char[32]
Primary Key (ArtifactName, CharacterName)
Foreign Key (ArtifactName) references Artifact
Foreign Key (CharacterName) references Character)

AppearsIn(ArtifactName: char[32],
TaleName: char[32]
Primary Key (ArtifactName, TaleName)
Foreign Key (ArtifactName) references Artifact
Foreign Key (TaleName) references Tale)

Symbols(SymbolName: char[32],
Origin: char[512],
Primary Key (SymbolName))

Deity(CharacterName: char[32],
Description: char[512],
Domain: char[32],
SupernaturalAbility: char[32],
Culture: char[32],
Primary Key (CharacterName),
Foreign Key (Culture) references Pantheon)

Mortal(CharacterName: char[32],
Description: char[512],
Title: char[32],
Profession: char[32],
ChildName: char[32],
Culture: char[32],
Primary Key (CharacterName),
Foreign Key (ChildName) references Mortal(CharacterName),
Foreign Key (Culture) references Pantheon)

Creature(CharacterName: char[32],
Description: char[512],
Supernatural Ability: char[32],
Species: char[32],
Culture: char[32],
Primary Key (CharacterName),
Foreign Key (CharacterName) references Character,
Foreign Key (Culture) references Pantheon)

Represents(SymbolName: char[32],
CharacterName: char[32],

Primary Key (SymbolName),
Candidate Key (CharacterName),
Foreign Key (SymbolName) references Symbol)
Foreign Key (CharacterName) references Deity)

PartOf(CharacterName: char[32],
TaleName: char[32],
Primary Key (CharacterName),
Candidate Key (TaleName),
Foreign Key (CharacterName) references Character,
Foreign Key (TaleName) references Tale)

5. Functional Dependencies (FDs)

a. Identify the functional dependencies in your relations, including the ones involving all candidate keys (including the primary key).

PKs and CKs are considered functional dependencies and should be included in the list of FDs. You do not need to include trivial FDs such as $A \rightarrow A$.

Note: In your list of FDs, there must be some kind of valid FD other than those identified by a PK or CK. If you observe that no relations have FDs other than the PK and CK(s), then you will have to intentionally add some (meaningful) attributes to show valid FDs. We want you to get a good normalization exercise. Your design must go through a normalization process. You do not need to have a non-PK/CK FD for each relation but be reasonable. If your TA feels that some non-PK/CK FDs have been omitted, your grade will be adjusted accordingly.

Location.LocationName, Location.TimePeriod \rightarrow Location.AreaDescription

Ritual.RitualName \rightarrow Ritual.Recurring, Deity.CharacterName, Location.LocationName, Location.TimePeriod

Tale.TaleName \rightarrow Tale.MoralLesson, Pantheon.Culture

Tale.TaleName, StoryEvent.EventName \rightarrow StoryEvent.EventDescription, Location.LocationName, Location.TimePeriod

Pantheon.Culture \rightarrow Pantheon.PantheonName

Character.CharacterName \rightarrow Character.Description, Pantheon.Culture

Artifact.ArtifactName \rightarrow Artifact.Origin

Symbol.SymbolName \rightarrow Symbol.Origin, Deity.CharacterName

Deity.CharacterName -> Deity.CharacterDescription, Deity.Domain, Deity.SupernaturalAbility, Symbol.SymbolName

Mortal.CharacterName -> Mortal.CharacterDescription, Mortal.Title, Mortal.Profession, Mortal.ChildName

Creature.CharacterName -> Creature.CharacterDescription, Creature.SupernaturalAbility, Creature.Species

6. Normalization

a. Normalize each of your tables to be in 3NF or BCNF. Give the list of tables, their primary keys, their candidate keys, and their foreign keys after normalization. You should show the steps taken for the decomposition. Should there be errors, and no work is shown, no partial credit can be awarded without steps shown. The format should be the same as Step 3, with tables listed similar to Table1(attr1:domain1, attr2:domain2, ...). ALL Tables must be listed, not only the ones post normalization.

The following tables are already in BCNF:

Location(LocationName: char[32], AreaDescription: char[512], TimePeriod: char[32],
Primary Key(LocationName, TimePeriod))

Ritual(RitualName: char[32], Recurring: Boolean, CharacterName: char[32], LocationName: char[32], TimePeriod: char[32],
Primary Key (RitualName),
Foreign Key (CharacterName) references Deity,
Foreign Key (LocationName, TimePeriod) references Location)

Tale(TaleName: char[32], MoralLesson: char[32], Culture: char[32])
Primary Key (TaleName)
Foreign Key (Culture) references Pantheon)

StoryEvents(TaleName: char[32], EventName: char[32], EventDescription: char[512],
LocationName: char[32], TimePeriod: char[32],
Primary Key (TaleName, EventName),
Foreign Key (TaleName) References Tale,
Foreign Key (LocationName, TimePeriod) references Location)

Pantheons(Culture: char[32], PantheonName: char[32], CharacterName: char[32])
Primary Key (Culture),
Foreign Key (CharacterName) references Character)

Artifacts(ArtifactName: char[32], Origin: char[512],
Primary Key(ArtifactName))

BelongsTo(ArtifactName: char[32], CharacterName: char[32]
Primary Key (ArtifactName, CharacterName)
Foreign Key (ArtifactName) references Artifact
Foreign Key (CharacterName) references Character)

AppearsIn(ArtifactName: char[32], TaleName: char[32]
Primary Key (ArtifactName, TaleName)
Foreign Key (ArtifactName) references Artifact
Foreign Key (TaleName) references Tale)

Symbols(SymbolName: char[32], Origin: char[512],
Primary Key (SymbolName)

Deity(CharacterName: char[32], CharacterDescription: char[512], Domain: char[32],
SupernaturalAbility: char[32], Culture: char[32],
Primary Key (CharacterName),
Foreign Key (Culture) references Pantheon)

Mortal(CharacterName: char[32], CharacterDescription: char[512], Title: char[32], Profession:
char[32], ChildName: char[32], Culture: char[32],
Primary Key (CharacterName),
Foreign Key (ChildName) references Mortal(CharacterName),
Foreign Key (Culture) references Pantheon)

Creature(CharacterName: char[32], CharacterDescription: char[512], Supernatural Ability:
char[32], Species: char[32], Culture: char[32],
Primary Key (CharacterName),
Foreign Key (CharacterName) references Character,
Foreign Key (Culture) references Pantheon)

Represents(SymbolName: char[32], CharacterName: char[32],
Primary Key (SymbolName),
Candidate Key (CharacterName),
Foreign Key (SymbolName) references Symbol)
Foreign Key (CharacterName) references Deity)

PartOf(CharacterName: char[32], TaleName: char[32],
Primary Key (CharacterName),
Candidate Key (TaleName),
Foreign Key (CharacterName) references Character,
Foreign Key (TaleName) references Tale)

7. The SQL DDL statements required to create all the tables from item #6. The statements should use the appropriate foreign keys, primary keys, UNIQUE constraints, etc.

Unless you know that you will always have exactly x characters for a given character, it is better to use the VARCHAR data type as opposed to a CHAR(Y). For example, UBC courses always use four characters to represent which department offers a course. In that case, you will want to use CHAR(4) for the department attribute in your SQL DDL statement. If you are trying to represent the name of a UBC course, you will want to use VARCHAR as the number of characters in a course name can vary greatly.

```
CREATE TABLE Location(  
    LocationName VARCHAR(32),  
    AreaDescription VARCHAR(512),  
    TimePeriod VARCHAR(32) DEFAULT 'anytime',  
    PRIMARY KEY (LocationName, TimePeriod)  
);
```

```
CREATE TABLE Ritual (  
    RitualName VARCHAR(32),  
    Recurring BOOLEAN,  
    CharacterName VARCHAR(32) NOT NULL,  
    LocationName VARCHAR(32) DEFAULT 'anywhere',  
    TimePeriod VARCHAR(32) DEFAULT 'anytime',  
    PRIMARY KEY (RitualName),  
    FOREIGN KEY (CharacterName) REFERENCES Deity(CharacterName) ON DELETE  
    CASCADE  
    FOREIGN KEY (LocationName, TimePeriod) REFERENCES Location(LocationName,  
    TimePeriod) ON DELETE CASCADE  
);
```

```
CREATE TABLE Tale (  
    TaleName VARCHAR(32),  
    MoralLesson VARCHAR(128) NOT NULL DEFAULT 'inconclusive',  
    Culture VARCHAR(32) NOT NULL,  
    PRIMARY KEY (TaleName),
```

```
FOREIGN KEY (Culture) REFERENCES Pantheon(Culture) ON DELETE CASCADE  
);
```

```
CREATE TABLE StoryEvent (  
    TaleName VARCHAR(32),  
    EventName VARCHAR(32),  
    EventDescription VARCHAR(512),  
    LocationName VARCHAR(32),  
    TimePeriod VARCHAR(32) DEFAULT 'anytime',  
    PRIMARY KEY (TaleName, EventName),  
    FOREIGN KEY (TaleName) REFERENCES Tale(TaleName) ON DELETE CASCADE,  
    FOREIGN KEY (LocationName, TimePeriod) REFERENCES Location(LocationName,  
    TimePeriod) ON DELETE CASCADE  
);
```

```
CREATE TABLE Pantheon(  
    Culture CHAR(32)  
    PantheonName VARCHAR(32),  
    PRIMARY KEY (Culture)  
);
```

```
CREATE TABLE Artifact(  
    ArtifactName VARCHAR(32),  
    Origin VARCHAR(512),  
    PRIMARY KEY(ArtifactName)  
);
```

```
CREATE TABLE BelongsTo (  
    ArtifactName VARCHAR(32),  
    CharacterName VARCHAR(32),  
    PRIMARY KEY (ArtifactName, CharacterName),  
    FOREIGN KEY (ArtifactName) REFERENCES Artifact,  
    FOREIGN KEY (CharacterName) REFERENCES Character)
```

```
CREATE TABLE AppearsIn (  
    ArtifactName VARCHAR(32),  
    TaleName VARCHAR(32),  
    PRIMARY KEY (ArtifactName, TaleName),  
    FOREIGN KEY (ArtifactName) REFERENCES Artifact,  
    FOREIGN KEY (TaleName) REFERENCES Tale
```

);

```
CREATE TABLE Symbol (  
    SymbolName VARCHAR(32),  
    Origin VARCHAR(512),  
    PRIMARY KEY (SymbolName)
```

);

```
CREATE TABLE Deity (  
    DeityName VARCHAR(32),  
    CharacterDescription VARCHAR(512),  
    Domain VARCHAR(32),  
    SupernaturalAbility VARCHAR(32),  
    Culture VARCHAR(32),  
    PRIMARY KEY (CharacterName),  
    FOREIGN KEY (RitualName) REFERENCES Ritual
```

);

```
CREATE TABLE Mortal (  
    CharacterName VARCHAR(32),  
    CharacterDescription VARCHAR(512),  
    Title VARCHAR(32),  
    Profession VARCHAR(32),  
    ChildName VARCHAR(32) DEFAULT NULL,  
    Culture VARCHAR(32),  
    PRIMARY KEY (CharacterName),  
    FOREIGN KEY (ChildName) REFERENCES Mortal (CharacterName),  
    FOREIGN KEY (Culture) REFERENCES Pantheon
```

);

```
CREATE TABLE Creature (  
    CharacterName VARCHAR(32),  
    CharacterDescription VARCHAR(512),  
    SupernaturalAbility VARCHAR(32),  
    Species VARCHAR(32),  
    Culture VARCHAR(32),  
    PRIMARY KEY (CharacterName),  
    FOREIGN KEY (CharacterName) REFERENCES Character,  
    FOREIGN KEY (Culture) REFERENCES Pantheon
```

);

```
CREATE TABLE Represents (  
    CharacterName VARCHAR(32),  
    DeityName VARCHAR(32),  
    RitualName VARCHAR(32),  
    Culture VARCHAR(32),  
    PRIMARY KEY (CharacterName, DeityName, RitualName, Culture),  
    FOREIGN KEY (CharacterName) REFERENCES Character,  
    FOREIGN KEY (DeityName) REFERENCES Deity,  
    FOREIGN KEY (RitualName) REFERENCES Ritual,  
    FOREIGN KEY (Culture) REFERENCES Pantheon
```

```

        SymbolName VARCHAR(32),
        CharacterName VARCHAR(32),
        PRIMARY KEY (SymbolName),
        FOREIGN KEY (SymbolName) REFERENCES Symbol
    );

```

```

CREATE TABLE PartOf(
    CharacterName VARCHAR(32)
    TaleName VARCHAR(32)
    PRIMARY KEY (CharacterName)
    FOREIGN KEY (CharacterName) REFERENCES Character
    FOREIGN KEY (TaleName) REFERENCES Tale
);

```

8. INSERT statements to populate each table with at least 5 tuples. You will likely want to have more than 5 tuples so that you can have meaningful queries later.

INSERT INTO Location VALUES

```

('Mt. Olympus', 'Mount Olympus is the mythological home of the gods. It is snowy-peaked and
scattered with the palaces of the gods', 'anytime'),
('The Labyrinth', 'A prison constructed under Crete built to hide the Minotaur from the world',
'bronze age'),
('Ithaca', 'The island birthplace of Odysseus', 'classical antiquity'),
('Troy', 'The city of Troy, site of the Trojan war', 'classical antiquity'),
('Serifos', 'Cyclops island, home to Poseidon's children', 'classical antiquity'),
('Athens', 'A city in modern day Greece', 'modern');
('Athens', 'A city in ancient Greece, home to many myths', 'classical antiquity'),
('Olympia', 'A city of ancient Greece, birthplace of the Olympics', 'classical antiquity'),
('Delphi', 'A city of Ancient Greece, home to the Delphi Oracle and worshippers of Apollo',
'classical antiquity'),
('Nepal', 'A landlocked country in South Asia, home to the Himalayan Mountain range',
'modern'),
('River Styx', 'A river running through the Greek underworld, separating the dead from the
living', 'anytime'),
('Crete', 'A city of ancient Greece, home to King Minos and the Labyrinth', 'classic antiquity');

```

INSERT INTO Ritual VALUES

```

('Dionysian Mysteries', 'TRUE', 'Dionysus', 'anywhere', 'anytime'),
('Kharisteria', 'TRUE', 'Artemis', 'Athens', 'classical antiquity'),
('Olympic Ritual', 'TRUE', 'Zeus', 'Olympia', 'classical antiquity'),

```

(‘Delphi Rituals’, ‘TRUE’, ‘Apollo’, ‘Delphi’, ‘classical antiquity’),
(‘Maha Shivaratri’, ‘TRUE’, ‘Shiva’, ‘Nepal’, ‘modern’);

INSERT INTO Tale VALUES

(‘Tale of Arachne’, ‘Do not get carried away in your own hubris’, ‘Greek’),
(‘Story of Achilles’, ‘Everyone has a weakness’, ‘Greek’),
(‘The myth of Tantalus’, ‘Selfish actions could have enduring consequences that may be unpredictable at the time’, ‘Greek’),
(‘Tale of Narcissus’, ‘Pride and vanity are dangerous’, ‘Greek’),
(‘The Myth of Daedalus and Icarus’, ‘Do not get carried away in your own hubris’, ‘Greek’),
(‘Story of Orpheus and Eurydice’, ‘Be patient and keep one's faith’, ‘Greek’),
(‘Myth of Niobe’, ‘Do not get carried away in your own hubris’, ‘Greek’),
(‘The Legendary Adventures of Thor’, ‘The source of our ability to overcome the challenges in life doesn't come from our possessions - it resides within us’, ‘Norse’),
(‘The Death and Resurrection of Osiris’, ‘Pride and vanity are dangerous’, ‘Egyptian’),
(‘Sun Wukong's Quest for Immortality’, ‘Boldness and talent can only carry one so far. To achieve goals, it takes hubris, persistence and a lot of teammates’, ‘Chinese’),
(‘The Sword in the Stone’, ‘You just have to believe in yourself and help others along the way’, ‘Welsh’);

INSERT INTO StoryEvent VALUES

(‘Story of Achilles’, ‘Achilles becomes invulnerable’, ‘As a baby Achilles is dipped into the river Styx by his mother who holds him by his heel, rendering him invulnerable’, ‘River Styx’, ‘classical antiquity’),
(‘Story of Achilles’, ‘Achilles goes to war’, ‘Achilles joins the Trojan war on the side of the Greeks’, ‘Troy’, ‘classical antiquity’),
(‘Story of Achilles’, ‘Death of Patroclus’, ‘After his wits were removed by Apollo, Hector kills Patroclus in battle with a spear stab to the stomach’, ‘Troy’, ‘classical antiquity’),
(‘Story of Achilles’, ‘Death of Hector’, ‘After a one-on-one fight, Achilles avenges his friend Patroclus by killing Hector’, ‘Troy’, ‘classical antiquity’),
(‘Story of Achilles’, ‘Achilles gets shot’, ‘Guided by Apollo, Paris shoots Achilles in his single vulnerable spot, his heel’, ‘Troy’, ‘classical antiquity’),
(‘The Myth of Daedalus and Icarus’, ‘Icarus loses his wings’, ‘After flying too close to the sun, the wax on Icarus's wings melts, leaving him featherless and unable to fly’, ‘Crete’, ‘classical antiquity’);

INSERT INTO Pantheon VALUES

(‘Norse’, ‘Asgardian Gods’),
(‘Greek’, ‘Gods of Olympus’),
(‘Egyptian’, ‘Egyptian Gods and Goddesses’),

(‘Chinese’, ‘Chinese Mythology’),
(‘Hindu’, ‘Hindu Mythology’),
(‘Welsh’, ‘Arthurian Legends’);

INSERT INTO Artifact VALUES

(‘Mjollnir’, ‘Forged for Thor by a dwarf named Sindri’),
(‘Arachne’s Tapestry’, ‘The tapestry forged in Arachne’s weaving competition with Athena that won. This tapestry was torn to pieces because Athena was envious of Arachne’s skills, but it still stands that Arachne’s Tapestry was magnificent enough to beat the Gods’),
(‘Shield of Achilles’, ‘Achilles lends Patroclus his armor in order to lead the Achaean army into battle. Ultimately, Patroclus is killed in battle by Hector, and Achilles’ armor is stripped from his body and taken by Hector as spoils. The loss of his companion prompts Achilles to return to battle, and the god Hephaestus forges Achilles a shield with spectacular decorative imagery.’),
(‘Wings of Icarus’, ‘Daedalus, Icarus’s father, studied the movements of birds and built a device mimicking them. He then laid down multiple feathers in a row from shortest to longest and tied them together using beeswax and thread. However, Daedalus warned Icarus not to fly too high, because the heat of the sun would melt the beeswax (holding his feathers together) and the wings would break, nor too low, because the sea foam would soak the feathers and make them heavy and he would fall’),
(‘Osiris’s Coffin’, ‘A beautifully carved coffin made by Set. Osiris was tricked by Set, his brother, to enter the chest, and was enclosed inside it by 72 accomplices of Set. Set flung the coffer in the Nile so that it would drift far away.’),
(‘Sun Wukong’s Golden Headband’, ‘The circlet is a heaven-sent magic treasure designed to reign in the immortals’ unruly, rebellious nature’),
(‘Ruyi Jingu Bagn’, ‘The staff of Sun Wukong, which could alter its size from a tiny needle to a mighty pillar’),
(‘Excalibur’, ‘Excalibur is the mythical sword of King Arthur that may possess magical powers or be associated with the rightful sovereignty of Britain.’);

INSERT INTO BelongsTo VALUES

(‘Mjollnir’, ‘Thor’),
(‘Arachne’s Tapestry’, ‘Arachne’),
(‘Shield of Achilles’, ‘Achilles’),
(‘Wings of Icarus’, ‘Icarus’),
(‘Osiris’s Coffin’, ‘Osiris’),
(‘Sun Wukong’s Golden Headband’, ‘Sun Wukong’),
(‘Ruyi Jingu Bagn’, ‘Sun Wukong’),
(‘Excalibur’, ‘Arthur’);

INSERT INTO AppearsIn VALUES

(‘Mjollnir’, ‘The Legendary Adventures of Thor’),
(‘Arachne’s Tapestry’, ‘Tale of Arachne’),
(‘Shield of Achilles’, ‘Story of Achilles’),
(‘Wings of Icarus’, ‘The Myth of Daedalus and Icarus’),
(‘Osiris’s Coffin’, ‘The Death and Resurrection of Osiris’),
(‘Sun Wukong’s Golden Headband’, ‘Sun Wukong’s Quest for Immortality’),
(‘Ruyi Jingu Bagn’, ‘Sun Wukong’s Quest for Immortality’),
(‘Arthur’, ‘The Sword in the Stone’);

INSERT INTO Mortal VALUES

(‘Achilles’, ‘Achilles was the strongest warrior and hero in the Greek army during the Trojan War. He was the son of Peleus, king of the Myrmidons, and Thetis, a sea nymph’, ‘NULL’, ‘Greek Warrior’, ‘Neoptolemus’, ‘Greek’),
(‘Icarus’, ‘son of the inventor Daedalus who perished by flying too near the Sun with waxen wings. See Daedalus’, ‘NULL’, ‘NULL’, ‘NULL’, ‘Greek’),
(‘Daedalus’, ‘Daedalus is Icarus’s father, and a brilliant architect, sculptor, and inventor. He was credited with building for King Minos of Crete the Labyrinth in which the Minotaur was kept’, ‘NULL’, ‘Inventor’, ‘Icarus’, ‘Greek’),
(‘Arthur’, ‘The King of Britain, Uther Pendragon, dies, leaving no heir to the throne. As his most powerful knights fight to decide who will succeed, a mysterious sword appears in a stone. Whoever pulls the sword from the stone will be the next king. Arthur pulls the sword’, ‘King’, ‘King of Medieval England’, ‘Mordred’, ‘Welsh’),
(‘Patroclus’, ‘Patroclus was a hero of the Trojan War and is widely known for being the childhood friend and close wartime companion of the hero Achilles. Legends either say that he has a blood relation to Achilles, or was Achilles’ lover.’, ‘NULL’, ‘Greek Warrior’, ‘NULL’, ‘Greek’);

INSERT INTO Deity VALUES

(‘Thor’, ‘A prominent god in Germanic paganism. In Norse mythology, he is a hammer-wielding god associated with lightning, thunder, storms, sacred groves and trees, strength, the protection of humankind, hallowing, and fertility.’, ‘Thunder’, ‘Thunder control and superhuman strength’, ‘Norse’),
(‘Osiris’, ‘God of the deceased, was the son and oldest child of Geb, the Earth deity and Nut, the sky goddess. His wife and sister was Isis, goddess of motherhood, magic, fertility, death, healing, and rebirth.’, ‘Underground and Afterlife’, ‘Telepathy’, ‘Egyptian’),
(‘Sun Wukong’, ‘A monkey who was born out of stone and possesses magical powers and strength. The legend of the Monkey King explains how he helped protect Xuan Zang, a monk, on their journey to India in order to bring back Buddhist holy books to China.’, ‘Trickery’, ‘Transformation’, ‘Chinese’),

(‘Dionysus’, ‘Dionysus is called twice-born because he was born from Semele and then, while she was dying, Zeus saved him by sewing him up in his thigh and keeping him there until he reached maturity. He then "gave birth" to Dionysus, thus making him twice-born.’, ‘Wine, Festivity, and Fertility’, ‘Vine manipulation, causing insanity, transformation’, ‘Greek’),
(‘Artemis’, ‘Artemis was the twin sister to Apollo and was the daughter of Zeus and Leto. Both Apollo and Artemis took revenge against anyone who attempted to harm their mother. Apollo and Artemis slew the giant Tityus and killed the children of the mortal woman Niobe’, ‘Archery, Hunting, Moon, and Maidenhood’, ‘Bowmanship, transformation, and healing’, ‘Greek’),

(‘Zeus’, ‘Zeus was the king of the Greek gods. He became the king of the gods after he rescued his siblings from their father, the Titan Cronus. Cronus swallowed all but one of his children. Zeus's mother Rhea rescued her son from the wrath of his father Cronus’, ‘The sky and thunder’, ‘Thunder control, transformation, and weather control’, ‘Greek’),

(‘Apollo’, ‘He communicated the will of his father Zeus, made humans aware of their guilt and purified them of it, presided over religious and civil law, and foretold the future. His bow symbolized distance, death, terror, and awe; his lyre symbolized music, poetry, and dance.’, ‘Archery, Arts, Prophecy, and Sun’, ‘Bowmanship, transformation, healing, singing, dancing’, ‘Greek’),

(‘Shiva’, ‘Shiva holds one of the most prominent roles in Hinduism as the god of destruction. He is one of the three most important gods, alongside Brahma (the creator) and Vishnu (the preserver). The sect of Shaivism holds that Shiva is the Supreme Being which all other gods are aspects of’, ‘Destruction’, ‘Strength, destruction, creation, transformation’, ‘Hindu’);

INSERT INTO Creature VALUES

(‘Jormungandr’, ‘Midgard Serpent (also World Serpent) in Norse mythology who encircles the realm of Midgard. He is the son of the god Loki and the giantess Angrboða and brother of the great wolf Fenrir and Hel, Queen of the Dead. At Ragnarök, the Twilight of the Gods, he slays and is slain by the god Thor.’, ‘Virtual invulnerability’, ‘World Serpent’, ‘Norse’),

(‘Medusa’, ‘A woman with living snakes in place of hair; her appearance was so hideous that anyone who looked upon her was turned to stone’, ‘Stonification’, ‘Gorgon’, ‘Greek’)

(‘Demon Bull King’, ‘He is the scourge of the Netherworld and the archenemy of the Monkey King’, ‘Brute Strength’, ‘Giant white bull’, ‘Chinese’),

(‘Minotaur’, ‘Half man half bull, born to the wife of king Minos and a bull, imprisoned in the Labyrinth due to King Minos’s shame’, ‘Strength’, ‘Hybrid’);

(‘Kraken’, ‘A legendary sea monster of enormous size, etymologically akin to a squid or octopus, said to appear in the sea between Norway and Iceland’, ‘NULL’, ‘Scandinavian’);

INSERT INTO Symbol VALUES

(‘Weaving Loom’, ‘Her background as a mortal in the past’),
(‘Shield’, ‘Shield used in his battle against Hector represents Greece’s fight against Troy’),
(‘Hammer of Thor’, ‘derived from Thor’s hammer which has the power of lightning’),
(‘Atef crown’, ‘Osiris had worn it as the ruler of the underworld’),
(‘Man with wings’, ‘Shows man’s overreaching ambition’),
(‘Golden Headband’, ‘A painfully tightening fillet given to the hero in case of any unsavoury behaviour’),
(‘Golden Dragon’, ‘A family coat borne by King Arthur's father, Uther Pendragon’);

INSERT INTO Represents VALUES

(‘Hammer of Thor’, ‘Thor’),
(‘Weaving Loom’, ‘Arachne’),
(‘Arachne’, ‘Null’, ‘Spider’, ‘Greek’),
(‘Shield’, ‘Achilles’),
(‘Man with Wings’, ‘Icarus’),
(‘Atef crown’, ‘Osiris’),
(‘Golden Headband’, ‘Sun Wukong’),
(‘Golden Dragon’, ‘Arthur’);

INSERT INTO PartOf VALUES

(‘Achilles’, ‘Story of Achilles’),
(‘Osiris’, ‘The Death and Resurrection of Osiris’),
(‘Sun Wukong’, ‘Sun Wukong’s Quest for Immortality’),
(‘Icarus’, ‘The Myth of Daedalus and Icarus’),
(‘Apollo’, ‘Story of Achilles’);