

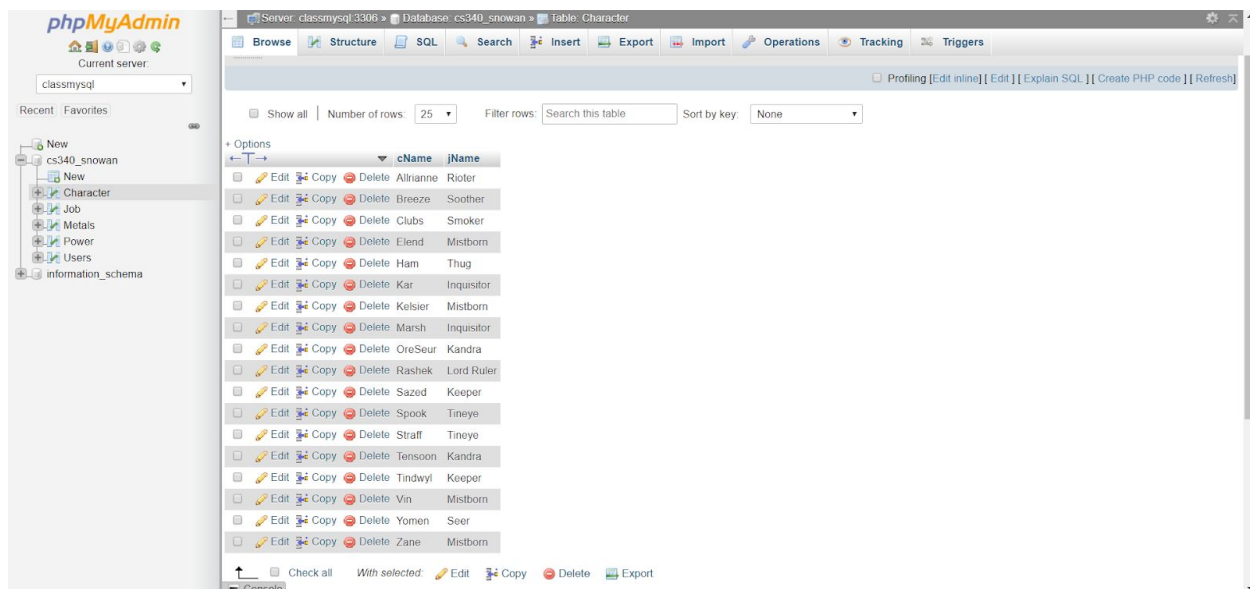
MISTBORN DATABASE

Project Outline:

This is a database based upon the book series Mistborn, by Brandon Sanderson. This will focus on the characters, jobs associated with these characters, as well as metals used for different powers these characters use in the series. This will be used for anyone reading the series for the first time and wanting to keep track of who can use what metals and what each metal enable the user to accomplish. This can also be used by those coming back for another read wanting to remember before hand.

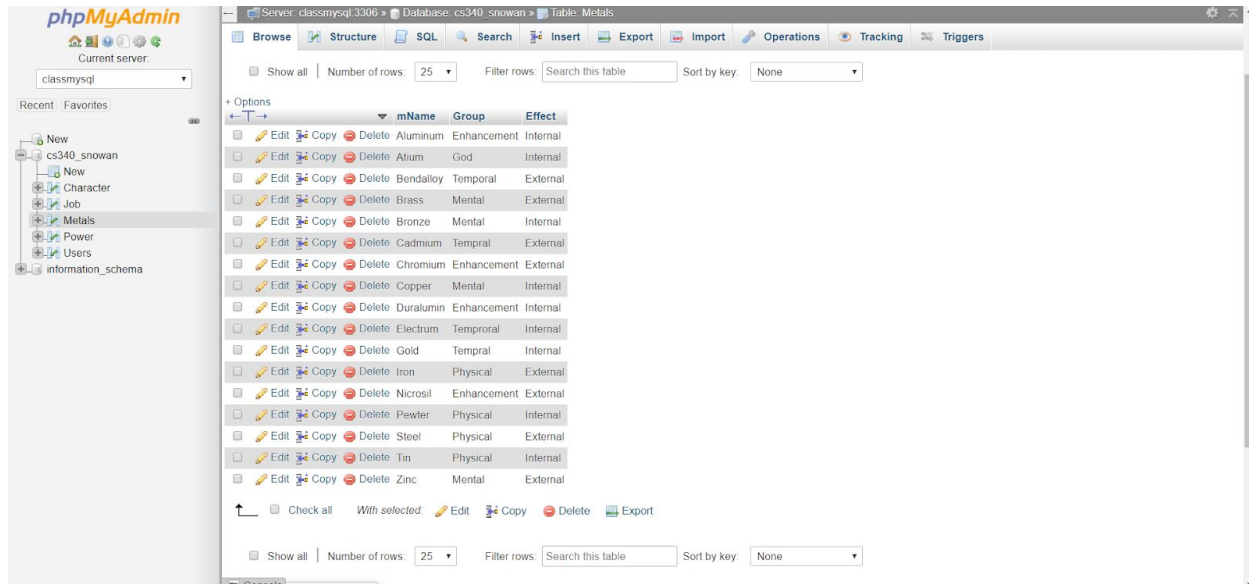
Database Overview:

- ❖ **Character** - The different Characters within the Mistborn universe. Characters hold a relationship with the Jobs they hold in the series.
 - **cName** - Name of the character.
 - **Job** - Duties or job that the character fulfils.



❖ **Metals** - The different Metals within the Mistborn universe. Metals are sorted by what powers they enable the user that burns the metal, as well as its effect on the target.

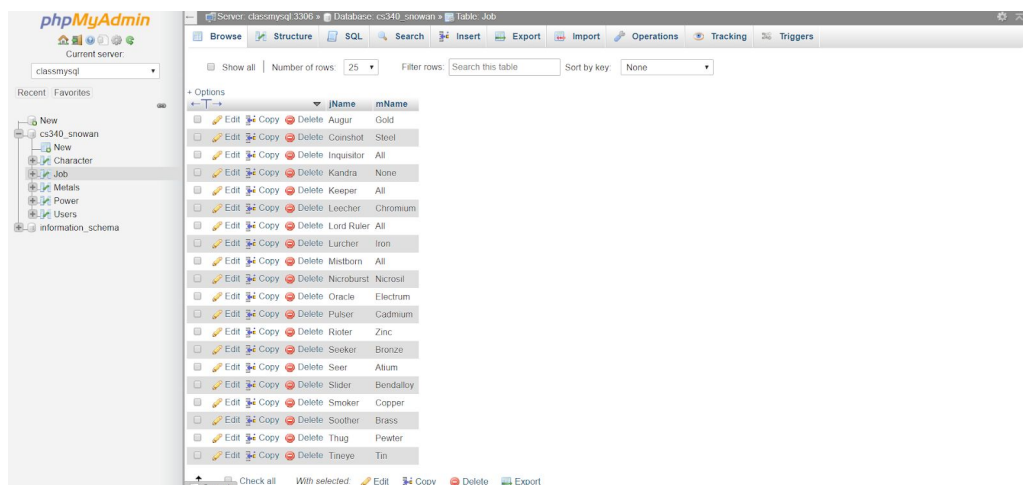
- **mName** - Name of the metal.
- **Group** - Categories based on what the metal enables the user to do.
- **Effect** - Whether the allowed power has an internal or external effect on the target.



mName	Group	Effect
Aluminum	Enhancement	Internal
Atium	God	Internal
Bendalloy	Temporal	External
Brass	Mental	External
Bronze	Mental	Internal
Cadmium	Temporal	External
Chromium	Enhancement	External
Copper	Mental	Internal
Duralumin	Enhancement	Internal
Electrum	Temporal	Internal
Gold	Temporal	Internal
Iron	Physical	External
Nicrosil	Enhancement	External
Pewter	Physical	Internal
Steel	Physical	External
Tin	Physical	Internal
Zinc	Mental	External

❖ **Job** - The different Jobs that curtain Characters may have.

- **jName** - Name of the jobs.
- **mName** - Name of the metal associated with the job.



jName	mName
Augur	Gold
Conshot	Steel
Inquisitor	All
Kandra	None
Keeper	All
Leecher	Chromium
Lord Ruler	All
Lurcher	Iron
Mistborn	All
Nicroburst	Nicrosil
Oracle	Electrum
Pulser	Cadmium
Rictor	Zinc
Seeker	Bronze
Seer	Atium
Slider	Bendalloy
Smoker	Copper
Soother	Brass
Thug	Pewter
Timeye	Tin

❖ **Power** - The different powers gained within the Mistborn universe based on the metal used.

➤ **pName** - Name of the power.

➤ **Description** - What the combination of power and metal enable the user to do.

➤ **mName** - Name of the metal being burned.

Server: classmysql3306 • Database: cs340_snowan • Table: Power

Options: Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

	pName	Discription	mName
<input type="checkbox"/>	Edit Copy Delete	Allomancy Wipes Internal Allomantic Reserves	Aluminum
<input type="checkbox"/>	Edit Copy Delete	Allomancy Speeds Up Time	Bendalloy
<input type="checkbox"/>	Edit Copy Delete	Allomancy Dampens Emotions	Brass
<input type="checkbox"/>	Edit Copy Delete	Allomancy Can Hear Allomantic Pulses	Bronze
<input type="checkbox"/>	Edit Copy Delete	Allomancy Slows Down Time	Cadmium
<input type="checkbox"/>	Edit Copy Delete	Allomancy Wipes Allomantic Reserves of Target	Chromium
<input type="checkbox"/>	Edit Copy Delete	Allomancy Hide Allomantic Pulses	Copper
<input type="checkbox"/>	Edit Copy Delete	Allomancy Enhances Current Metal Burned	Duralumin
<input type="checkbox"/>	Edit Copy Delete	Allomancy Reveals Your Future	Electrum
<input type="checkbox"/>	Edit Copy Delete	Allomancy Reveals Your Past Self	Gold
<input type="checkbox"/>	Edit Copy Delete	Allomancy Pulls on Nearby Metals	Iron
<input type="checkbox"/>	Edit Copy Delete	Allomancy Enhances Allomantic Burn of Target	Nicrosil
<input type="checkbox"/>	Edit Copy Delete	Allomancy Increases Physical Abilities	Pewter
<input type="checkbox"/>	Edit Copy Delete	Allomancy Pushes on Nearby Metals	Steel
<input type="checkbox"/>	Edit Copy Delete	Allomancy Increases Senses	Tin
<input type="checkbox"/>	Edit Copy Delete	Allomancy Enflames Emotions	Zinc

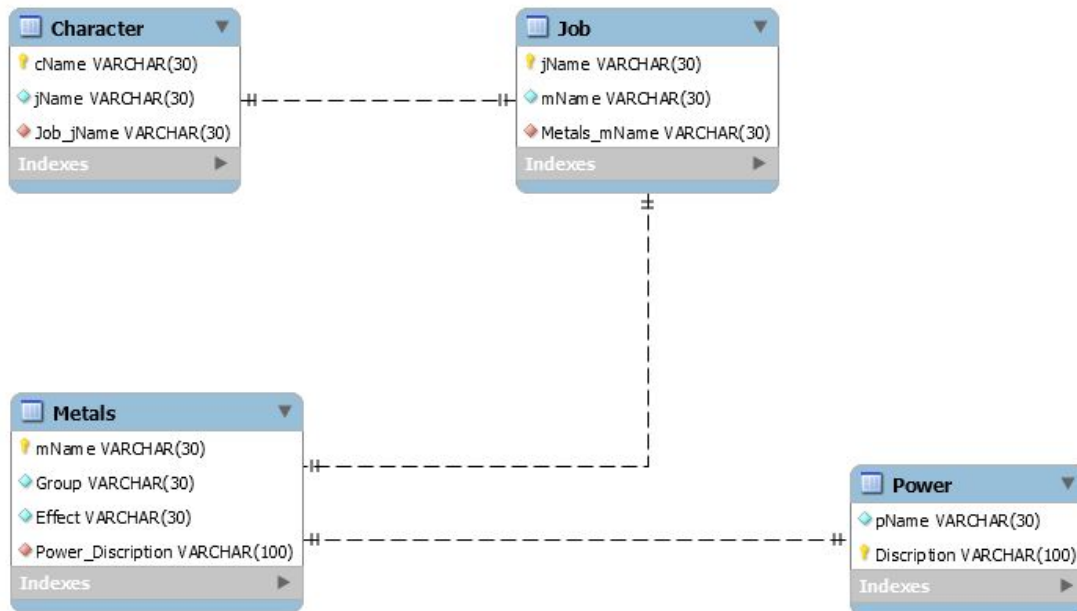
Check all | With selected: Edit Copy Delete Export

Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

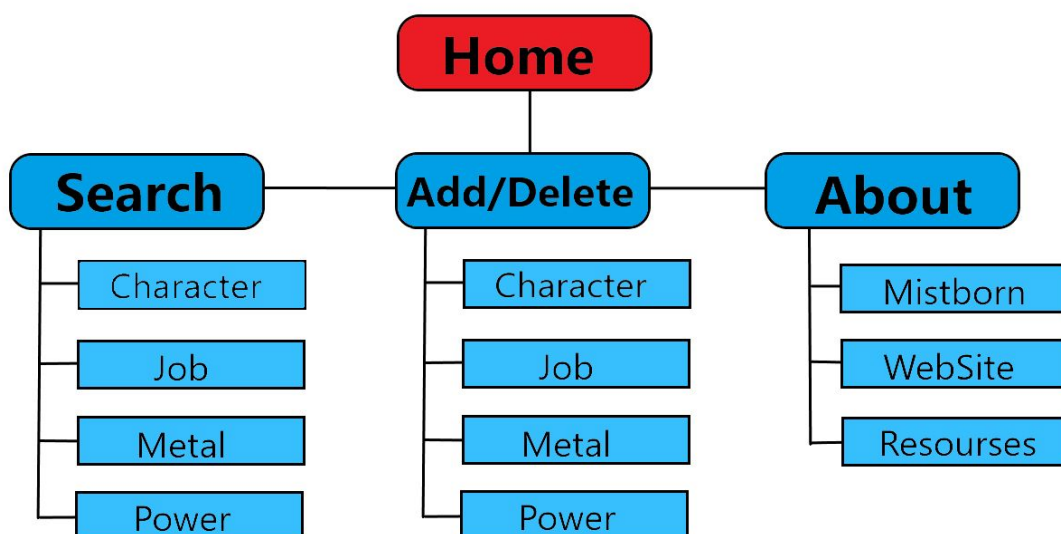
Query results operations: Print Copy to clipboard Export Display chart Create view

Database Design:

There is a one way relationship between Character and Job, Metals and job, and finally Metals and Power. This keeps the DB up to date as data is changed.



Website Design:



From the Home page the user will be able to go to three different pages, Search, Add/Delete, and About. In the Search page the user will be able to look up specific characters and associating information about them. There are four categories that the user may search for: character, job, metal, and power. Each, when clicked on, will populate sub categories for the user to put info into such as name of metal, or job title. From there the web application will apply a search of the database for the information you provided from the category they selected. An example of the sql code is as follows:
\$sql = "SELECT * FROM `Category chosen` WHERE `subcategory` = '\$input from user'";

After Searching it prints all the found info in a textbox on the lower part of the page.

From the Add/Delete page the user will be able to upload new info to the database or delete info from the database. The page provides 4 separate areas each dealing with an individual table: character, job, metal, and power. The user may fill in the textboxes then click the add button or delete button. From there the web application will check that all textboxes are filled out, if not it will send an error, then will proceed to insert or delete from the database. The sql code is as follows:

Insert:

```
$sql = "INSERT INTO `Table Chosen`(`Table Values`) VALUES ('$Information from the textboxes')";
```

Delete:

```
$sql = "DELETE FROM `Table Chosen` WHERE `Table Values` = '$Information from textboxes'";
```

Finally the user can access the About page that will give a summary of the mistborn universe, where to learn more about the universe, how the website works, and resources that helped me along the way.