KEVIN LE

Gamer(username, password, first\_name, last\_name, email)

Character(character\_name, level, experience, health points, mana points, strength, intelligence, dex, class)

Owns(character\_name, item\_name)

FOREIGN KEY ‘character\_name’ REFERENCES ‘Character’

FOREIGN KEY ‘item\_name’ REFERENCES ‘Item’

Acquires(character\_name, skill\_id)

FOREIGN KEY ‘character\_name’ REFERENCES ‘Character’

FOREIGN KEY ‘skill\_d’ REFERENCES ‘Skill’

Guild(guild\_name, timefounded, status)

Item(Item\_Name, value, status, type)

Armor(defense, armortype)

Accessory(type, specialeffects)

Weapon(speed, damagepersecond)

Skill(skill\_id, name, MPcost levelrequired, description)

Prerequisite(skill\_id)

FOREIGN KEY ‘skill\_id’ REFERENCES ‘Skill’