

Project Phase 3

Team: Betrayal

Team Number: 65

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ER Diagram to 1-NF

- The composite Attribute **Recipe** has been divided into the two individual attributes called **Animal** and **Food Item**.
- Furthermore, as **Animal** and **Food Item** are multivalued attributes they have been converted into their own schema as **1-NF** can only have atomic attributes.
- The **Description** and **Inventor** attributes are also multi values, hence these were converted into schemas ensuring the atomic nature of the **1-NF**.

1-NF to 2-NF

- The **Species_name** has been removed from **POPULATORY SPECIES** as we can get the same information by referring to **Species_id**.
- The **Populatory Species ID** has been removed from **ANIMAL** and **FOOD ITEM** as a **POPULATORY SPECIES** can get its **Recipe(Animal, Item)** by joining on the **Species_id**.

2-NF to 3-NF

- Our relational model is already in the form of 3-NF and does not require any more modifications.

1-NF

INTRUDERS

Name	<u>User_id</u>	Gender	Height	Weight	Intelligence	Time of Entry	Location id [FK]
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MODERATORS

<u>Moderator_id</u>

FOODIMALS SPECIES

<u>Species_id</u>	Species Name
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INDIVIDUAL FOODIMAL CREATURES

<u>Creature_id</u>	Species id [FK]	Location id [FK]	Populatory Species id [FK]
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ISLAND REGIONS

<u>Region_id</u>	Region Name	Threat to Intruder
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LIVECORP COLONY

<u>Colony_id</u>	Region id [FK]
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POPULATORY SPECIES

<u>Species_id</u> [FK]	Species Name	Spawn Per Birth
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INVENTIONS

<u>Item Owner</u> (FK)	<u>Item Name</u>
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LIVECORP CELLS

<u>Cell_id</u>	<u>Colony_id</u> [FK]	Type
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WEAKNESS

Species_id [FK]	<u>Item Inventor ID</u> [FK]	<u>Item Name</u> [FK]
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SUSPICIOUS ACTIVITY

<u>Intruder_id</u>	<u>Creature_id</u>	<u>Colony_id</u>	<u>Cell_id</u>
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COMBAT EVENT

<u>Intruder_id</u>	<u>Creature_id</u>	<u>Item owner ID</u> [FK]	<u>Item Name</u>	<u>Region_id</u>
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CREATES

<u>Moderator_id</u>	Creature_id	<u>Species_id</u>
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Description

<u>Desc</u>	<u>Item owner</u> [FK]	<u>Item Name</u>
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Inventor

<u>Name</u>	<u>Item owner</u> [FK]	<u>Item Name</u>
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Animal

<u>Name</u>	<u>Species_id</u> [FK]	<u>Populatory_Species_id</u> [FK]
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Food Item

<u>item</u>	<u>Species_id</u> [FK]	<u>Populatory_Species_id</u> [FK]
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2-NF

INTRUDERS

Name	<u>User_id</u>	Gender	Height	Weight	Intelligence	Time of Entry	Location id [FK]
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MODERATORS

<u>Moderator_id</u>

FOODIMALS SPECIES

<u>Species_id</u>	Species Name
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INDIVIDUAL FOODIMAL CREATURES

<u>Creature_id</u>	Species id [FK]	Location id [FK]	Populatory Species id [FK]
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ISLAND REGIONS

<u>Region_id</u>	Region Name	Threat to Intruder
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LIVECORP COLONY

<u>Colony_id</u>	Region id [FK]
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POPULATORY SPECIES

<u>Species_id</u> [FK]	Spawn Per Birth
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INVENTIONS

<u>Item Owner</u> [FK]	<u>Item Name</u>
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LIVECORP CELLS

<u>Cell_id</u>	<u>Colony_id</u> [FK]	Type
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WEAKNESS

<u>Species_id</u> [FK]	<u>Item Inventor ID</u> [FK]	<u>Item Name</u> [FK]
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SUSPICIOUS ACTIVITY

<u>Intruder_id</u>	<u>Creature_id</u>	<u>Colony_id</u>	<u>Cell_id</u>
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COMBAT EVENT

<u>Intruder_id</u>	<u>Creature_id</u>	<u>Item owner ID</u> [FK]	<u>Region_id</u>	<u>Item Name</u>
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CREATES

<u>Moderator_id</u>	<u>Creature_id</u>	<u>Species_id</u>
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Description

<u>Desc</u>	<u>Item owner</u> [FK]	<u>Item Name</u>
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Inventor

<u>Name</u>	<u>Item owner</u> [FK]	<u>Item Name</u>
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Animal

<u>Name</u>	<u>Species_id</u> [FK]
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Food Item

<u>item</u>	<u>Species_id</u> [FK]
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