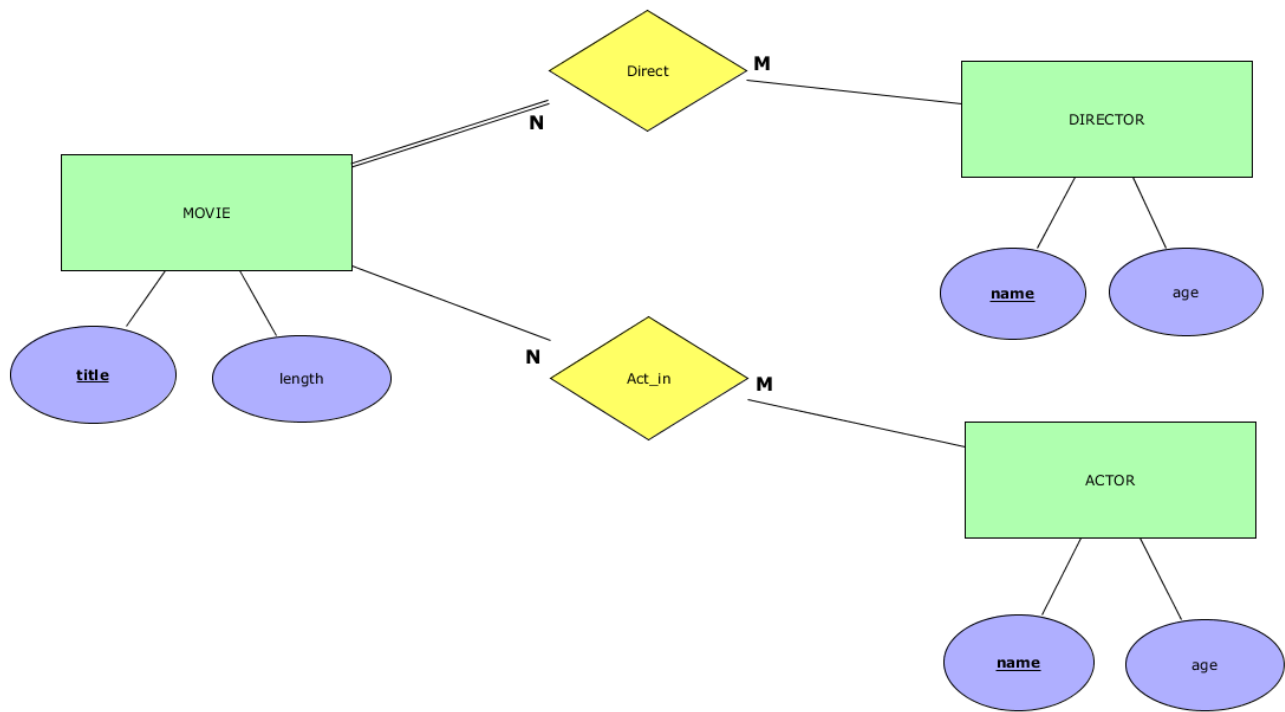


HW1 Report

r12921059 鄧雅文

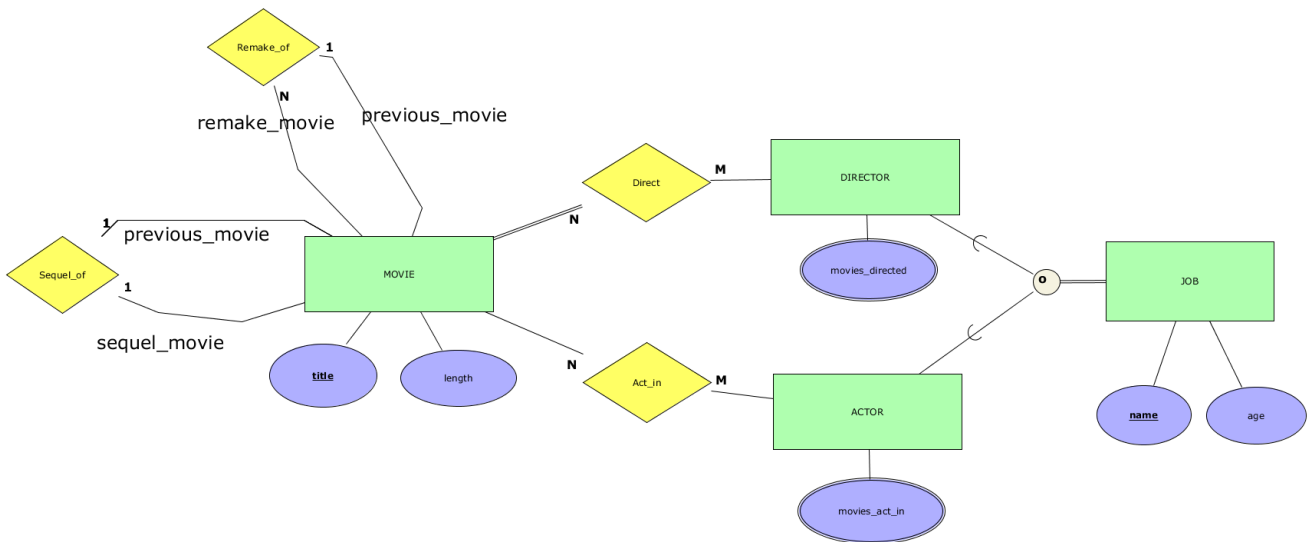
1A

- 使用TerraER進行繪製
- 結果如圖:



1B

- 結果如圖:



1C

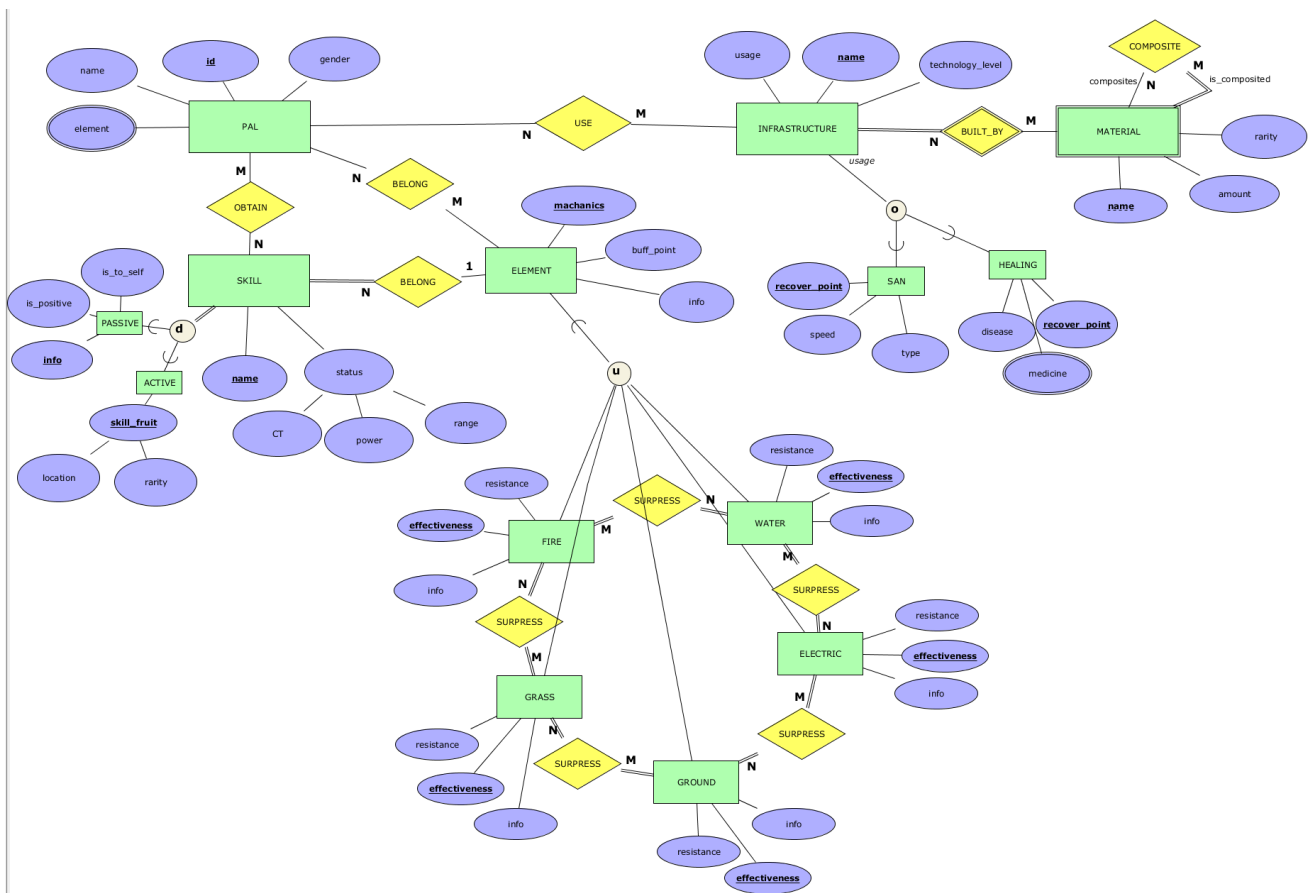
- **Basic:**
 1. Database name: Palworld Database

- Entity type: Pal (帕魯), Element (屬性), Fire, Water, Electro, Ground, Grass, Skill (技能), Passive, Active, Material (素材), Infrastructure (基礎設施), SAN, Healing
- Relationship names: Obtain, Belong *2, Use, Built_by, Composite, Supress *5
- Attribute names: (太多了... 直接看diagram比較快，都寫在裡面了)

- Description:**

- Pals can "OBTAIN" some Skills.
- Pals can "BELONG" to some Elements.
- Every Skill must "BELONG" to an element.
- Pals may "USE" one or more Infrastructures.
- All Infrastructure must be "BUILT_BY" some materials.
- Materials also can be "COMPOSITED" by some other Materials.
- All Water can "SUPRESS" All Fire.
- All Fire can "SUPRESS" All Grass.
- All Grass can "SUPRESS" All Ground.
- All Ground can "SUPRESS" All Electro.
- All Electro can "SUPRESS" All Water.

- 結果如圖:**



Reference

- [1] <https://paldb.cc/en/>
- [2] <https://palworld.fandom.com/wiki/Elements>