SQL project

Ratchet and Clank inspired - "NAME OF THE GAME"?

Use random creature generator to come up with characters? - takes away some of the complexity

Potential tables:

1. Worlds to travel to
   1. Name (Primary Key – allow link to other tables)
   2. Environment (unique column)
      1. Desert
      2. Water
      3. Space
      4. Jungle
   3. *Potential expansion into capital cities and safe zones*
2. Weapons
   1. Name (Primary key – to be shared with inventory)
   2. Type (unique column)
      1. special
      2. two handed
      3. one handed
      4. throwable
      5. range weapons
   3. World Name (link to the World table)
   4. power/force of weapon (unique column)
   5. max ammo (unique column)
3. Inventory weapons
   1. Name (from weapons -foreign key)
   2. Take in max ammo from Weapons table
   3. Power/force of weapon from Weapons table
   4. Quantity of weapon (unique column)
4. *Inventory power boosts*
   1. *Name*
5. *Outfits (like world specific – space boots, o2 tank, etc)*
6. Enemies/Friendlies
   1. Name (unique column – primary key?)
   2. World name (link to world table)
   3. Species (unique)
   4. Size (unique)
   5. Health of player (unique)
   6. Type (friendly or enemy) – Boolean (unique)
   7. Amount of damage (unique)
      1. For enemies
      2. Null for friendlies
7. Missions
   1. Type (unique column)
      1. Rescue
      2. Fetch Quest
      3. Hunting
   2. Name of mission (unique column)
   3. World name (link to World table – foreign key)
   4. Reward (unique)
8. Player Character
   1. Name (unique)
   2. Health (unique)
   3. Equipped weapon (link to weapon name in Weapons) -foreign key
   4. Current location (world name in World table) – foreign key