Pokedex Database

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UML Use Case Diagram

<extends>
for all

admin

Add/Delete Ability

Add/Delete Stats

Add/Delete Pokemon

Add/Delete Species

Add/Delete Breed into

View/Search ability

View/Search habitat

View/Search egg group

View/Search breeding info

View/Search Pokemon

Search evolution

View/Search stats

View/Search species

View/Search type

User
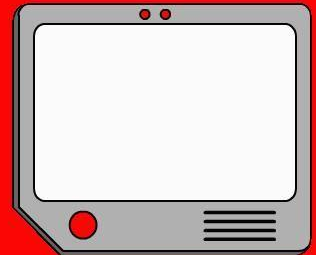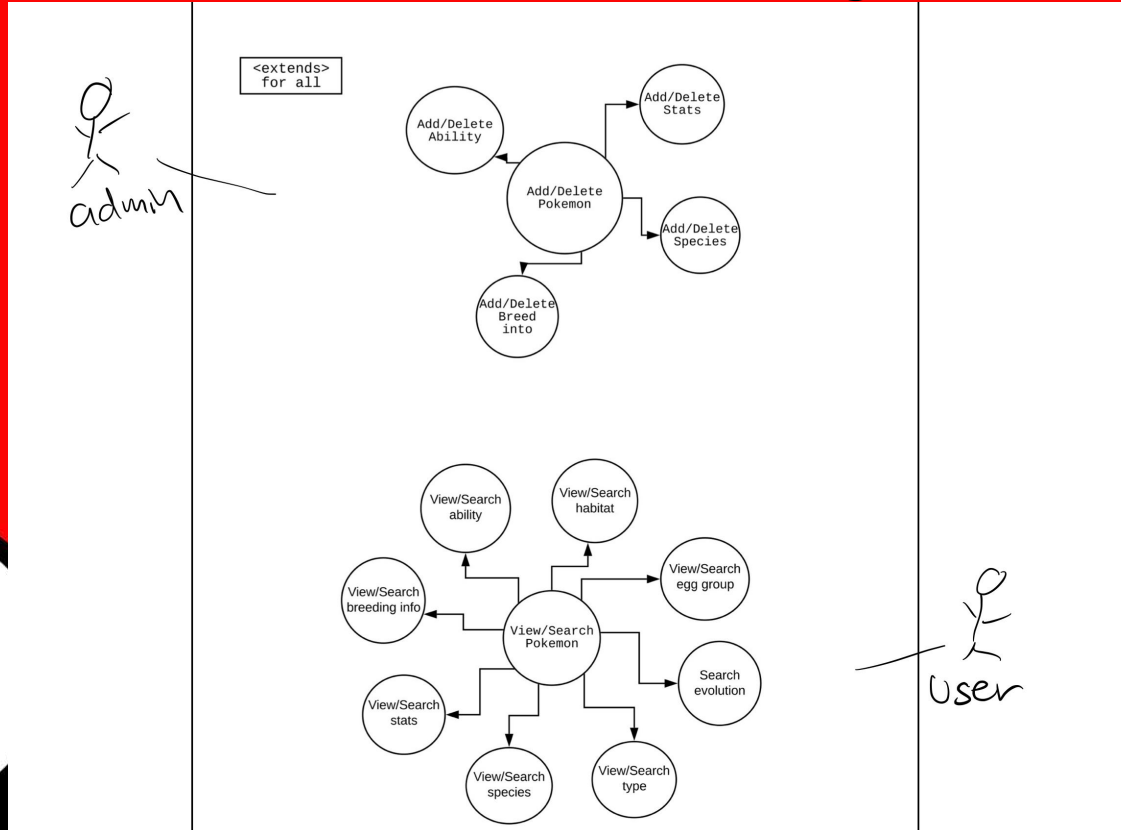
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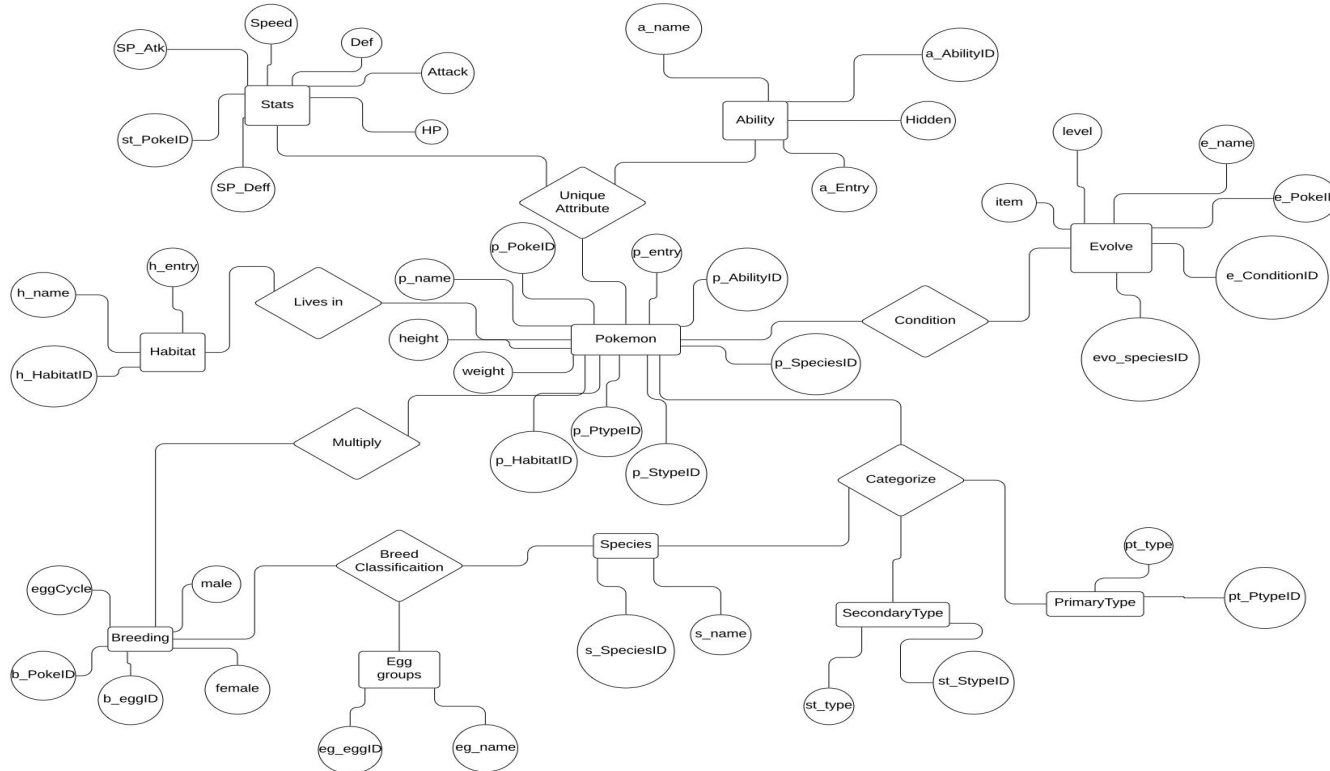
Relational Schema

Pokemon(p_PokeID,p_name,height,weight,p_HabitatID,p_PtypeID,p_StypeID,
p_SpeciesID,p_AbilityID,p_entry)
Habitat(h_HabitatID,h_name,h_entry)
Categorize(PokeID,SpeciesID,PtypeID,StypeID)`
Species(s_SpeciesID,s_name)
PrimaryType(pt_PtypeID,pt_type)
SecondaryType(st_StypeID,st_type)
Condition(co_ConditionID,co_condition)`
Evolve(e_PokeID,e_ConditionID,e_EvoID,item,level)
UniqueAttribute(AbilityID,StatsID)`
Ability(a_AbilityID,a_name,Hidden,a_Entry)
Stats(sts_PokeID,HP,Attack,Def,SP_Atk,SP_deff,Speed)
Breeding(b_PokeID,b_EggID,male,female,eggCycle)
LivesIn(PokeID,HabitatID,SpeciesID)`
eggGroup(eg_EggID,eg_name)
Multiply(PokeID, EggID)`
BreedClassification(SpeciesID,EggID,PokeID)`

Underlined attributes = primary keys