Conor Kincart – Database Systems Design Project
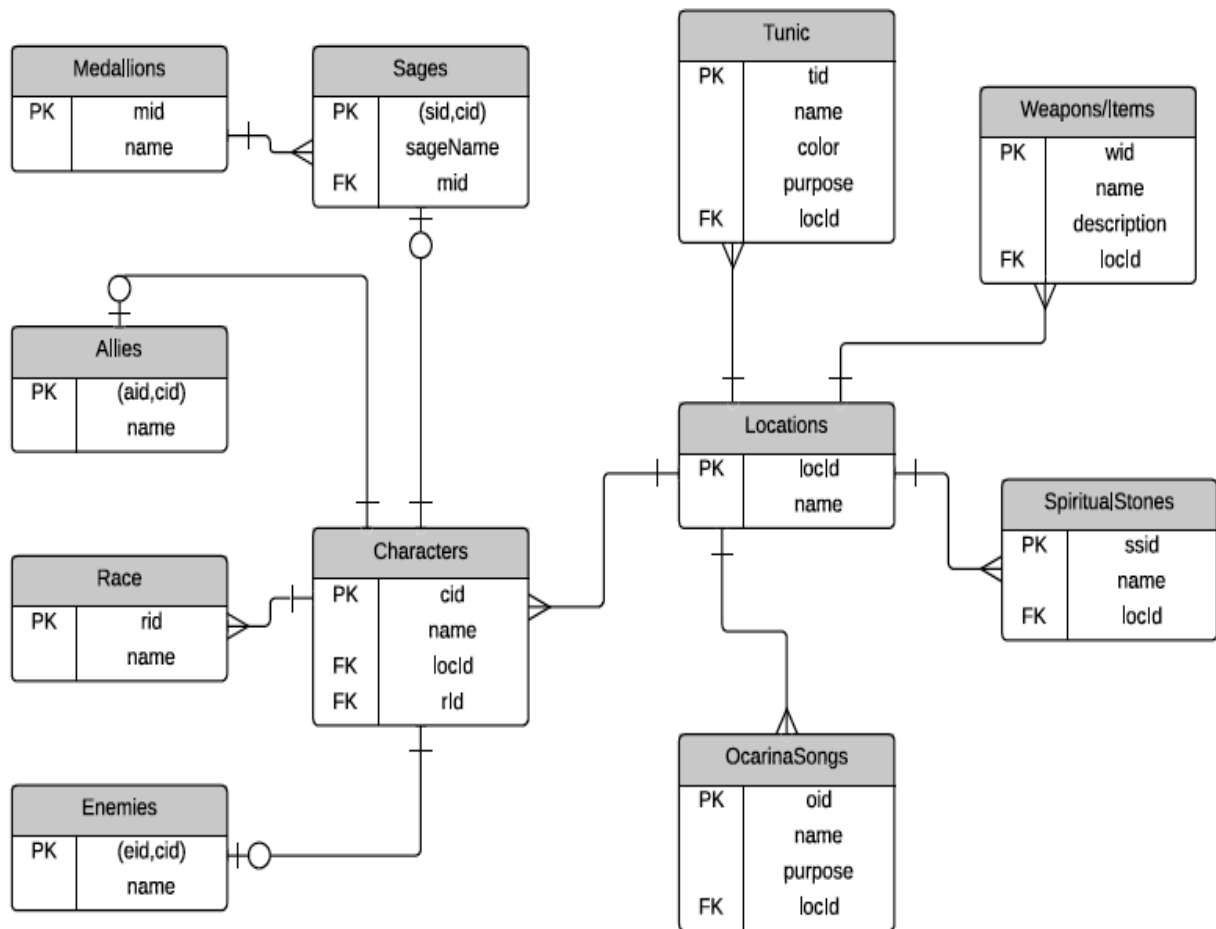
The Legend of Zelda: Ocarina of Time

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Tables

(Create statements, functional dependencies, and sample data)

Characters Table

Purpose:

Display a list of characters that are present in the Ocarina of Time game.

Functional Dependencies:

cid ➜ name, locId, rid

Create Statement:

```
create table Characters (
    cid         char(3) not null,
    name            text,
    locId           char(5) not null,
    rid         char(3) not null,
    Primary Key (cid) );
```

Sample Data:

	cid character(3)	name text	locid character(5)	rid character(3)
1	c01	Link	loc01	r01
2	c02	Zelda	loc09	r01
3	c03	Ganondorf	loc14	r03
4	c04	Sheik	loc04	r01
5	c05	Rauru	loc13	r01
6	c06	Saria	loc01	r02
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9	c09	Impa	loc04	r01
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14	c14	King_Zora	loc05	r05
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16	c16	King_Dodongo	loc06	r06
17	c17	Barinade	loc07	r06
18	c18	Volvagia	loc11	r06
19	c19	Bongo_Bongo	loc15	r06

Race Table

Purpose:

Describe the different races of characters throughout the game.

Functional Dependencies:

rid ➜ name

Create Statement:

create table Race(

       rid   char(3) not null,

       name   text,

       Primary Key (rid)

);

Sample Data:

	rid character(3)	name text
1	r01	Hyrulian
2	r02	Kokori
3	r03	Gerudian
4	r04	Kokori
5	r05	Zoran
6	r06	Shadow_Being

Allies Table

Purpose:

Allows user to examine a list of ally characters in the game to seek help from.

Functional Dependencies:

(aid,cid) ➔ name

Create Statement:

create table Allies (

       aid   char(3) not null,

       cid   char(3) not null,

       name   text,

       Primary Key (aid,cid)

);

Sample Data:

	cid character(3)	aid character(3)	name text
1	c02	a01	Zelda
2	c04	a02	Sheik
3	c05	a03	Rauru
4	c06	a04	Saria
5	c07	a05	Darunia
6	c08	a06	Princess Ruto
7	c09	a07	Impa
8	c10	a08	Nabooru
9	c11	a09	Malon
10	c12	a10	Talon
11	c13	a11	Biggoron
12	c14	a12	King_Zora

Enemies Table

Purpose:

Describes your in game enemies and charts out major bosses you will encounter during the game.

Functional Dependencies:

(eid, cid) ➔ name

Create Statement:

create table Enemies (

eid char(3) not null,

cid char(3) not null,

name text,

Primary Key (eid,cid)

);

Sample Data:

	cid character(3)	eid character(3)	name text
1	c03	e01	Ganondorf
2	c15	e02	Queen_Gohma
3	c16	e03	King_Dodongo
4	c17	e04	Barinade
5	c18	e05	Volvagia
6	c19	e06	Bongo_Bongo

Sages Table

Purpose:

Displays the holy sages who will grant you power during the game.

Functional Dependencies:

(sid, cid) ➜ sageName

Create Statement:

create table Sages (

    sid   char(3) not null,

    cid   char(3) not null,

    name   text,

    Primary Key (sid,cid)

);

Sample Data:

	cid character(3)	sid character(3)	sagename text
1	c05	s01	Rauru
2	c06	s02	Saria
3	c07	s03	Darunia
4	c08	s04	Princess_Ruto
5	c09	s05	Impa
6	c10	s06	Nabooru

Medallions Table

Purpose:

Lists medallions that you will receive from different stages which track progress and reward completion of temples.

Functional Dependencies:

mid ➔ name

Create Statement:

create table Medallions (

mid   char(3) not null,

name   text,

Primary Key (mid)

);

Sample Data:

	mid character(3)	name text
1	m01	Light Medallion
2	m02	Forest Medallion
3	m03	Fire Medallion
4	m04	Water Medallion
5	m05	Shadow Medallion
6	m06	Spirit Medallion

Locations Table

Purpose:

This table allows the player to take a look at what locations there are, and will later help show where to find certain weapons, items, and songs for the Ocarina.

Functional Dependencies:

locId➜   name

Create Statement:

create table Locations (

      locId   char(5) not null,

      name   text,

      Primary Key (locId)

);

Sample Data:

	locid character(5)	name text
1	loc01	Kokori Forest
2	loc02	Hyrule Field
3	loc03	Lon Lon Ranch
4	loc04	Kakariko Village
5	loc05	Zoras Domain
6	loc06	Goron City
7	loc07	Inside Jabu Jabus Belly
8	loc08	Inside the Deku Tree
9	loc09	Hyrule Castle
10	loc10	Forest Temple
11	loc11	Fire Temple
12	loc12	Ice Cavern
13	loc13	Temple of Time
14	loc14	Gerudo Valley
15	loc15	Shadow Temple

Weapons/Items Table

Purpose:

   Shows which items and weapons are available to pick up throughout the game, including where to find these items and a brief description of them.

Functional Dependencies:

   wid ➜   name, description, locId

Create Statement:

   create table WeaponsItems (

       wid   char(3) not null,

       name   text,

       description   text,

       locId   char(5) not null,

       Primary Key (wid)

       );

Sample Data:

	wid character(3)	name text	description text	locid character(5)
1	w01	Kokori Sword	Your first blade in the game.	loc01
2	w02	Deku Shield	Bought in the Deku Shop	loc01
3	w03	Fairy Slingshot	First projectile weapon, use to shoot eyes.	loc08
4	w04	Bombs	Look for cracks in the wall.	loc06
5	w05	Fairy Bow	Finally a real bow and arrow.	loc10
6	w06	Megaton Hammer	Very powerful, bone-crushing hammer.	loc11
7	w07	Gorons Bracelet	You can now pickup bomb flowers.	loc06
8	w08	Iron Boots	Now stay underwater.	loc12
9	w09	Master Sword	You can slay Ganondorf with this ultimate sword.	loc13
10	w10	Hylian Shield	80 rupees at the market.	loc09

Spiritual Stones Table

Purpose:

Provides a table that shows the location of each of the three spiritual stones that you need to acquire.

Functional Dependencies:

ssid ➔ name, locId

Create Statement:

create table SpiritualStones (

    ssid   char(4) not null,

    name   text,

    locId   char(5) not null,

Primary Key (ssid)

);

Sample Data:

	ssid character(4)	name text	locid character(5)
1	ss01	Kokori Emerald	loc08
2	ss02	Goron Ruby	loc06
3	ss03	Zora Sapphire	loc07

Ocarina Songs Table

Purpose:

Explains the effect of what specific songs will do when you play them, and where to first learn how to play them.

Functional Dependencies:

oid ➜ name, purpose (effect), locId

Create Statement:

create table OcarinaSongs (

    oid   char(3) not null,

    name   text,

    purpose   text,

    locId   char(5) not null,

    Primary Key (oid)

);

Sample Data:

	oid character(3)	name text	purpose text	locid character(5)
1	o01	Zeldas Lullaby	Various magical purposes.	loc09
2	o02	Sarias Song	Lets you always speak with Saria.	loc01
3	o03	Eponas Song	Calls your horse.	loc03
4	o04	Song of Time	Allows access to the Master Sword.	loc13
5	o05	Minuet of Forest	Teleports Link to the Forest Temple.	loc01
6	o06	Bolero of Fire	Teleports Link to the Fire Temple.	loc06
7	o07	Serenade of Water	Teleports Link to the Water Temple.	loc05
8	o08	Song of Storms	Creates stormy weather.	loc04

Tunic Table

Purpose:

This table gives you information on the three different tunics, their color, effect, and where to find them.

Functional Dependencies:

tid ➔ name, color, purpose, locId

Create Statement:

create table Tunic (
      tid   char(3) not null,
      name   text,
      color   text,
      purpose text,
      locId   char(5) not null,
      Primary Key (tid)
);

Sample Data:

	tid character(3)	name text	color text	purpose text	locid character(5)
1	t01	Kokori Tunic	green	Standard tunic.	loc01
2	t02	Goron Tunic	red	Allows unlimited extreme heat.	loc06
3	t03	Zora Tunic	blue	Allows breathing underwater.	loc05