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CS 396H

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**Assignment #5: Data Models and Queries**

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| Dungeon Master |
| +World-Building information |
| Public:  +Combat scenarios  +World-building public information |

**EX05\_01 Data Model**

DM: Manages

Player: Receive information

IntelligenceCheck

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| Individual Player |
| Character Sheet (Statistics) |
| Public:  +Name  +Health points |

Player: Plays within Combat/Adventure

DM: Controls, sends information

Combat/Adventure: Sends information

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| Combat/Adventure |
| +“Monster” statistics  +Attack/threat information |
| Public:  +Character health  +Attack statistics |

**EX05\_02 Queries to ask of data**

1. What data do players need from other players? (Health points, etc.)
2. What, if any, player data will be private from the Dungeon Master?
3. What data regarding attacks and combat information will be provided by the Dungeon Master and be private to players?
4. What data from combat and adventure situations will be stored in the individual player?
5. What, if any, combat and adventure data will be stored with the Dungeon Master?