

Documentation

Author: Donovan van Heerden

Student No: EL2014-0043

Date: 15/04/2014

Instructor: Jason Smith

Campus: CTI East London

The project's purpose is for managing the accounts of all players who play a Massive Multiplayer Online Role Playing Game (MMORPG).

For each user who has an account, a unique name will be saved, which will be their userID. As well as a password, allowing the user to access their account. Also stored within their account is information regarding whether they have paid the monthly fee and how many days they have left to play using their account, if the monthly fee had been paid.

A game account can have multiple character names, which are unique. Along with the character name, a skill level, which team the character is on and information regarding the characters inventory is all stored within in the character's details.

All items picked up in the game are stored in the characters inventory, an item has an item name, item ID and item description which all define what that specific item is. Players can pick up multiple items and multiple characters may have the same item.

Every error that occurs while playing the MMORPG is logged. All errors have an error ID, a cause as well as an error type.

When mapping to an actual database, the tables created in the mapping to table section can be used. There should not be any changes made as the ER diagram and the normalisation process should ensure the correct grouping of attributes and that the database is efficient and redundancy, duplication and traps are eliminated.