USE master

GO

--Creating the Database.

--This next section of code checks to see if the database "dmp\_MMORPG" exists, if so, it drops the database.

IF EXISTS(SELECT name FROM master.dbo.sysdatabases

WHERE name='dmp\_MMORPG')

DROP DATABASE dmp\_MMORPG

GO

--This next section of code creates the database "dmp\_MMORPG".

CREATE DATABASE dmp\_MMORPG

ON PRIMARY

(

NAME = 'dmp\_MMORPG\_data',

FILENAME = 'c:\dmp\_MMORPG\database\dmp\_MMORPG\_data.mdf',

SIZE = 5MB,

FILEGROWTH = 10%

)

LOG ON

(

NAME = 'dmp\_MMORPG\_log',

FILENAME = 'c:\dmp\_MMORPG\database\dmp\_MMORPG\_log.ldf',

SIZE = 5MB,

FILEGROWTH = 10%

)

GO

PRINT 'Database Created...'

GO

--Creating Tables

USE dmp\_MMORPG

GO

--This next section of code creates the "Error" table in the dmp\_MMORPG database.

CREATE TABLE Error

(

errorID INT NOT NULL IDENTITY,

errorType VARCHAR(20) NOT NULL,

cause VARCHAR(50) NOT NULL,

PRIMARY KEY(errorID)

)

GO

PRINT 'Error Table Created...'

GO

--This next section of code creates the "Account" table in the dmp\_MMORPG database.

CREATE TABLE Account

(

userName VARCHAR(20) NOT NULL,

uPassword VARCHAR(30) NOT NULL,

monthlyFee VARCHAR(15) NOT NULL DEFAULT('Not Paid'),

gameTime VARCHAR(10) NOT NULL DEFAULT('0d'),

PRIMARY KEY(userName)

)

GO

PRINT 'Account Table Created...'

GO

--This next section of code creates the "PlayerChar" table in the dmp\_MMORPG database.

CREATE TABLE PlayerChar

(

cName VARCHAR(20) NOT NULL,

skillLevel INT NOT NULL DEFAULT(1),

team VARCHAR(20) NOT NULL,

userName VARCHAR(20) NOT NULL REFERENCES Account(userName),

PRIMARY KEY(cName)

)

GO

PRINT 'PlayerChar Table Created...'

GO

--This next section of code creates the "Item" table in the dmp\_MMORPG database.

CREATE TABLE Item

(

itemID VARCHAR(5) NOT NULL,

itemName VARCHAR(25) NOT NULL,

itemDesc VARCHAR(40) NOT NULL,

PRIMARY KEY(itemID)

)

GO

PRINT 'Item Table Created...'

GO

--This next section of code creates the "ItemDetails" table in the dmp\_MMORPG database.

CREATE TABLE ItemDetails

(

cName VARCHAR(20) NOT NULL REFERENCES PlayerChar(cName),

itemID VARCHAR(5) NOT NULL REFERENCES Item(itemID),

quantity INT NOT NULL,

PRIMARY KEY(cName,itemID)

)

GO

PRINT 'ItemDetails Table Created...'

GO

USE master

GO

**Create Database Script**

USE dmp\_MMORPG

GO

--This next section of code inserts data into the "Account" table, in the dmp\_MMORPG database.

INSERT INTO Account

VALUES ('coolman55','123coolman','Paid R300','60d'),

('Jessinator','J3sD4nH3a','Paid R150','30d'),

('Fudgebush','b99nm56v99gh9876','Paid R1200','365d'),

('MilkyPaws','KittyMeowMeow','Blocked','0d'),

('AntiBio','092EgloIE','Paid R500','90d'),

('Spyker','R3SPKY449','Blocked','0d'),

('sexybeast666','beast666sexy','Paid R2500','1095d'),

('RainbowUnicorn99','Flow3rs43va','Paid R300','60d'),

('FrankStrom','f23ar34nsw23121255','Paid R300','60d'),

('SanguineMist','t4frm1s7','Credited','60d'),

('Nomad454','d9922fjsR394kJD','Paid R1200','365d')

GO

PRINT 'Inserted data into Account Table...'

GO

--This next section of code inserts data into the "Error" table, in the dmp\_MMORPG database.

INSERT INTO Error

VALUES ('Account','Account not found or does not exist'),

('Account', 'Password or Username incorrect'),

('Account','Account not active'),

('Game','Invalid Action'),

('Game','You clicked too many times'),

('Game', 'An instance of this game is already running'),

('Character', 'A Character with that name does not exist'),

('Character', 'A Character with that name already exists')

GO

PRINT 'Inserted data into Error Table...'

GO

--This next section of code inserts data into the "PlayerChar" table, in the dmp\_MMORPG database.

INSERT INTO PlayerChar

VALUES ('Mancool',20,'Northern Alliance','coolman55'),

('Jessinator',12,'Western Horde','Jessinator'),

('Fudgebush',45,'Southern Tribe','Fudgebush'),

('Higgleton',90,'Southern Tribe','Fudgebush'),

('Corbatz',90,'Southern Tribe','Nomad454'),

('Lexoria',87,'Western Horde','Nomad454'),

('Demidon',63,'Southern Tribe','Nomad454'),

('Urdon',55,'Southern Tribe','Nomad454'),

('PawOfMilk',30,'Eastern Trolls','MilkyPaws'),

('Gobliness',25,'Western Horde','AntiBio'),

('AntiBio',72,'Southern Tribe','AntiBio'),

('Poep',44,'Western Horde','AntiBio'),

('Koifish',90,'Eastern Trolls','AntiBio'),

('Wimpie',88,'Northen Alliance','AntiBio'),

('Spyker',27,'Eastern Trolls','Spyker'),

('Killer77',70,'Northern Alliance','sexybeast666'),

('RainbowDash',10,'Southern Tribe','RainbowUnicorn99'),

('Homichi',35,'Eastern Trolls','FrankStrom'),

('Thraxx',90,'Western Horde','FrankStrom'),

('Zuldrak',73,'Eastern Trolls','FrankStrom'),

('VultureRegime',90,'Southern Tribe','FrankStrom'),

('Strom',65,'Eastern Trolls','FrankStrom'),

('Evatrix',90,'Western Horde','SanguineMist'),

('Evaletts',73,'Eastern Trolls','SanguineMist'),

('SanguineMist',90,'Southern Tribe','SanguineMist'),

('Illumine',65,'Eastern Trolls','SanguineMist')

GO

PRINT 'Inserted data into PlayerChar Table...'

GO

--This next section of code inserts data into the "Item" table, in the dmp\_MMORPG database.

INSERT INTO Item

VALUES (075,'Sword of Shock','Does +20 Shock Damage'),

(076,'Dagger of Shock', 'Does +15 Shock Damage'),

(077,'Fire Staff','Allows the user to breathe fire'),

(078,'Shield of Justice','Blocks 20% of all Physical Damage'),

(079,'FrostFire Sword','Deals +30 Fire and Shock Damage'),

(080,'SkullBasher','Has a 20% chance to stun'),

(081,'Bow of Freezing','Slows the target''' + 's movement speed'),

(082,'Mace of Water','Heals the target for 20HP'),

(083,'Staff of Lightening','Deals 20 lightening damage'),

(084,'Ring of Power','Adds 10 power to the user'),

(010,'Health Potion','Restores 100HP'),

(011,'Greater Health Potion','Restores 500 HP'),

(012,'Ultra Health Potion','Restores 2000HP'),

(013,'Mana Potion','Restores 100 Mana'),

(014,'Greater Mana Potion','Restores 500 Mana'),

(015,'Ultra Mana Potion','Restores 2000 Mana'),

(020,'Potion of Invisibility','The user becomes invisible for 1 hour'),

(045,'Steel Helm','+5 Defence'),

(046,'Steel Gloves','+5 Defence'),

(047,'Steel Leggings','+10 Defence'),

(048,'Steel Breastplate','+15 Defence'),

(049,'Steel Boots','+5 Defence'),

(050,'Leather Helm','+3 Defence'),

(051,'Leather Gloves','+3 Defence'),

(052,'Leather Leggings','+8 Defence'),

(053,'Leather Jacket','+12 Defence'),

(054,'Leather Boots','+3 Defence'),

(055,'Cloth Helm','+2 Defence'),

(056,'Cloth Gloves','+2 Defence'),

(057,'Cloth Leggings','+6 Defence'),

(058,'Cloth Tunic','+10 Defence'),

(059,'Cloth Slippers','+2 Defence')

GO

PRINT 'Insert data into the Item Table...'

GO

--This next section of code inserts data into the "itemDetails" table, in the dmp\_MMORPG database.

INSERT INTO itemDetails

VALUES ('Mancool',045,1),

('Mancool',046,2),

('Mancool',047,1),

('Mancool',048,1),

('Mancool',049,1),

('Mancool',075,2),

('Mancool',078,1),

('Jessinator',050,1),

('Jessinator',051,2),

('Jessinator',052,1),

('Jessinator',053,1),

('Jessinator',054,2),

('Jessinator',076,1),

('Fudgebush',050,1),

('Fudgebush',051,1),

('Fudgebush',052,1),

('Fudgebush',053,2),

('Fudgebush',054,1),

('Fudgebush',081,1),

('Higgleton',045,1),

('Higgleton',046,2),

('Higgleton',047,1),

('Higgleton',048,3),

('Higgleton',049,1),

('Higgleton',080,4),

('Corbatz',050,1),

('Corbatz',051,1),

('Corbatz',052,2),

('Corbatz',053,1),

('Corbatz',054,3),

('Corbatz',083,2),

('Lexoria',055,1),

('Lexoria',056,1),

('Lexoria',057,3),

('Lexoria',058,1),

('Lexoria',059,5),

('Lexoria',077,1),

('Demidon',045,3),

('Demidon',046,1),

('Demidon',047,1),

('Demidon',048,2),

('Demidon',049,1),

('Demidon',075,1),

('Urdon',050,4),

('Urdon',051,1),

('Urdon',052,1),

('Urdon',053,2),

('Urdon',054,1),

('Urdon',076,7),

('PawOfMilk',055,1),

('PawOfMilk',056,2),

('PawOfMilk',057,1),

('PawOfMilk',058,1),

('PawOfMilk',059,3),

('PawOfMilk',083,1),

('Gobliness',045,1),

('Gobliness',046,4),

('Gobliness',047,1),

('Gobliness',048,2),

('Gobliness',049,1),

('Gobliness',084,1),

('AntiBio',011,9),

('AntiBio',015,12),

('AntiBio',057,1),

('AntiBio',058,2),

('AntiBio',082,1),

('AntiBio',084,4),

('Poep',047,1),

('Poep',048,3),

('Poep',049,4),

('Poep',010,6),

('Poep',020,2),

('Poep',013,6),

('Koifish',055,1),

('Koifish',056,1),

('Koifish',057,3),

('Koifish',058,1),

('Koifish',011,8),

('Koifish',015,4),

('Wimpie',081,1),

('Wimpie',084,4),

('Wimpie',079,1),

('Wimpie',012,1),

('Wimpie',015,2),

('Wimpie',020,1),

('Spyker',045,3),

('Spyker',047,1),

('Spyker',048,1),

('Spyker',079,3),

('Spyker',078,1),

('Spyker',049,2),

('Killer77',020,6),

('Killer77',053,1),

('Killer77',054,1),

('Killer77',052,2),

('Killer77',012,8),

('Killer77',014,7),

('RainbowDash',055,1),

('RainbowDash',056,3),

('RainbowDash',057,4),

('RainbowDash',058,1),

('RainbowDash',012,2),

('RainbowDash',015,4),

('Homichi',083,1),

('Homichi',076,3),

('Homichi',012,7),

('Homichi',020,5),

('Thraxx',011,4),

('Thraxx',014,6),

('Zuldrak',020,2),

('VultureRegime',049,1),

('VultureRegime',048,2),

('VultureRegime',077,1),

('VultureRegime',059,1),

('VultureRegime',051,1),

('Strom',020,5),

('Strom',015,4),

('Evatrix',012,4),

('Evatrix',052,1),

('Evatrix',053,2),

('Evatrix',050,1),

('Evaletts',046,2),

('Evaletts',047,1),

('Evaletts',048,3),

('Evaletts',049,1),

('Evaletts',012,9),

('Evaletts',020,2),

('SanguineMist',012,12),

('SanguineMist',013,13),

('SanguineMist',055,1),

('SanguineMist',056,1),

('Illumine',056,1),

('Illumine',057,1),

('Illumine',011,6)

GO

PRINT 'Inserted data into ItemDetails Table...'

GO

USE master

GO

**Inserting Data Script**

**Creating Views Script**

USE dmp\_MMORPG

GO

--This next section of code checks to see if the "vwBlockedAccounts" view exists, if so, it drops the view.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.all\_views

WHERE name='vwBlockedAccounts')

DROP VIEW vwBlockedAccounts

GO

--This next section of code creates the view "vwBlockedAccounts".

CREATE VIEW vwBlockedAccounts

AS

SELECT \*

FROM Account

WHERE monthlyFee = 'Blocked'

GO

PRINT 'View vwBlockedAccounts created...'

GO

--This next section of code checks to see if the "vwTopSkill" view exists, if so, it drops the view.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.all\_views

WHERE name='vwTopSkill')

DROP VIEW vwTopSkill

GO

--This next section of code creates the view "vwTopSkill".

CREATE VIEW vwTopSkill

AS

SELECT TOP 20 skillLevel,cName, account.userName, uPassword, monthlyFee, gameTime

FROM PlayerChar

JOIN Account ON Account.userName = PlayerChar.userName

ORDER BY skillLevel DESC

GO

PRINT 'View vwTopSkill created...'

GO

--This next section of code checks to see if the "vwTopStackedItems" view exists, if so, it drops the view.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.all\_views

WHERE name='vwTopStackedItems')

DROP VIEW vwTopStackedItems

GO

--This next section of code creates the view "vwTopStackedItems".

CREATE VIEW vwTopStackedItems

AS

SELECT TOP 20 itemdetails.itemID, item.itemName, itemDesc, ItemDetails.cName, quantity

FROM ItemDetails

JOIN Item ON Item.itemID = ItemDetails.itemID

GROUP BY item.itemName,itemdetails.itemID, Item.itemDesc, itemdetails.cName, quantity

ORDER BY quantity DESC

GO

PRINT 'View vwTopStackedItems created...'

GO

--This next section of code checks to see if the "vwPopItems" view exists, if so, it drops the view.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.all\_views

WHERE name='vwPopItems')

DROP VIEW vwPopItems

GO

--This next section of code creates the view "vwPopItems".

CREATE VIEW vwPopItems

AS

SELECT TOP 5 itemdetails.Itemid, item.itemName, COUNT(itemdetails.itemid) AS qtyOfItem

FROm itemdetails

JOIN Item ON Item.itemID = ItemDetails.itemID

GROUP BY itemdetails.itemID,item.itemName

oRDER by qtyOfItem DESC

GO

PRINT 'View vwPopItems created...'

GO

USE master

GO

**Creating Procedures Script**

USE dmp\_MMORPG

GO

--This next section of code checks to see if the "spRegister" stored procedure exists, if so, it drops the procedure.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.procedures

WHERE name='spRegister')

DROP PROCEDURE spRegister

GO

--This next section of code creates the procedure "spRegister".

CREATE PROCEDURE spRegister

@uName VARCHAR(20),

@uPass VARCHAR(30),

@mFee VARCHAR(15),

@gTime VARCHAR(10)

AS

IF EXISTS (SELECT \* FROM Account WHERE account.userName = @uName)

PRINT 'Username already exists'

ELSE

BEGIN

INSERT INTO Account

VALUES (@uName,@uPass,@mFee,@gTime)

PRINT 'New Account Registered'

END

GO

PRINT 'Procedure spRegister created...'

GO

--This next section of code checks to see if the "spAddTime" stored procedure exists, if so, it drops the procedure.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.procedures

WHERE name='spAddTime')

DROP PROCEDURE spAddTime

GO

--This next section of code creates the procedure "spAddTime".

CREATE PROCEDURE spAddTime

@uName VARCHAR(20),

@gTime INT

AS

IF @uName IN(SELECT userName FROM Account)

BEGIN

UPDATE Account SET gameTime = CAST(CAST(SUBSTRING(gametime,1,LEN(gametime)-1) AS INT) + @gTime AS VARCHAR) + 'd'

WHERE userName = @uName

END

ELSE

RAISERROR('Account does not exist.',16,10)

GO

PRINT 'Procedure spAddTime created...'

--This next section of code checks to see if the "spAddItem" stored procedure exists, if so, it drops the procedure.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.procedures

WHERE name='spAddItem')

DROP PROCEDURE spAddItem

GO

--This next section of code creates the procedure "spAddItem".

CREATE PROCEDURE spAddItem

@cName VARCHAR(20),

@itemID VARCHAR(5),

@quantity INT

AS

IF @cName IN(SELECT cName FROM PlayerChar)

BEGIN

IF @itemID IN(SELECT itemID FROM item)

BEGIN

IF EXISTS (SELECT \* FROM ItemDetails WHERE cName = @cName AND itemID = @itemID)

BEGIN

UPDATE ItemDetails SET quantity = @quantity+quantity WHERE cName = @cName AND itemID = @itemID

PRINT 'Successfully updated quantity'

END

ELSE

BEGIN

IF (SELECT COUNT(\*) FROM ItemDetails WHERE cName = @cName) < 8

BEGIN

INSERT INTO ItemDetails VALUES(@cName, @itemID, @quantity)

PRINT 'Item added successfully to ' + @cName + '''s inventory.'

END

ELSE

BEGIN

RAISERROR('The inventory is full.',16,10)

END

END

END

ELSE

RAISERROR('The itemid entered is invalid.',16,10)

END

ELSE

BEGIN

RAISERROR('The character name entered is invalid.',16,10)

END

GO

PRINT 'Procedure spAddItem created...'

GO

--This next section of code checks to see if the "spAddChar" stored procedure exists, if so, it drops the procedure.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.procedures

WHERE name='spAddChar')

DROP PROCEDURE spAddChar

GO

--This next section of code creates the procedure "spAddChar".

CREATE PROCEDURE spAddChar

@cName VARCHAR(20),

@team VARCHAR(20),

@uName VARCHAR(20)

AS

IF @uName IN(SELECT userName FROM PlayerChar)

BEGIN

IF EXISTS (SELECT \* FROM PlayerChar WHERE PlayerChar.cName = @cName)

RAISERROR('Character already exists',16,10)

ELSE

BEGIN

INSERT INTO PlayerChar (cName,team,userName)

VALUES (@cName,@team,@uName)

PRINT 'New Character created'

END

END

ELSE

RAISERROR('The account in which you are trying to add a character, does not exist.',16,10)

GO

PRINT 'Procedure spAddChar created...'

GO

--This next section of code checks to see if the "spSendLetter" stored procedure exists, if so, it drops the procedure.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.procedures

WHERE name='spSendLetter')

DROP PROCEDURE spSendLetter

GO

--This next section of code creates the procedure "spSendLetter".

CREATE PROCEDURE spSendLetter

@uName VARCHAR(20),

@optional VARCHAR(3)

AS

DECLARE @gametime VARCHAR(10)

SELECT @gametime = Account.gameTime FROM Account WHERE Account.userName = @uName

IF @uName IN(SELECT userName FROM Account)

BEGIN

IF EXISTS (SELECT \* FROM Account WHERE Account.userName = @uName)

BEGIN

IF @optional = 'Yes'

BEGIN

PRINT '---------------------------------------------------------------------------------'

PRINT '>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<'

PRINT '---------------------------------------------------------------------------------'

PRINT '|Greetings ' + @uName +', |'

PRINT '|Your account has ' + @gametime + ' of gametime left. |'

PRINT '---------------------------------------------------------------------------------'

PRINT '>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<'

PRINT '---------------------------------------------------------------------------------'

PRINT '|BREAKING NEWS! '+CAST(GETDATE()AS VARCHAR)+'|'

PRINT '|The following bugs have been fixed: |'

PRINT '| \* Quest - Breaking the line - no longer | '

PRINT '| caused the player to die randomly | '

PRINT '| after 80% completion. | '

PRINT '| \* Talent Tree - Talent trees were adjusted | '

PRINT '| accordingly to balance the | '

PRINT '| classes: Thief, Mage and | '

PRINT '| Warrior. | '

PRINT '---------------------------------------------------------------------------------'

PRINT '|GAMEPLAY NEWS! | '

PRINT '| \* We have increased the level cap from 90 to 95. |'

PRINT '| \* Added 5 new leveling zones: 2 level 90 - 92 Zones, 2 level 92 - 94 Zones | '

PRINT '| and 1 level 94 - 95 Zone. | '

PRINT '| \* Changed the way gear worked to incorperate PVP during leveling, so that | '

PRINT '| people who may be '''+'ganked'''+' will now have more of an advantage and | '

PRINT '| gear will change and have base PVP resilience. | '

PRINT '---------------------------------------------------------------------------------'

PRINT '|OTHER NEWS! | '

PRINT '|If you had created your account and bought into the alpha version of the game | '

PRINT '|you will receive bonus vanity items and companions, like the Molten Song Bird | '

PRINT '|or the Treant of Harmony. |'

PRINT '---------------------------------------------------------------------------------'

PRINT '>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<'

PRINT '---------------------------------------------------------------------------------'

END

ELSE

BEGIN

PRINT '---------------------------------------------------------------------------------'

PRINT '>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<'

PRINT '---------------------------------------------------------------------------------'

PRINT '|Greetings ' + @uName +', |'

PRINT '|Your account has ' + @gametime + ' of gametime left. |'

PRINT '---------------------------------------------------------------------------------'

PRINT '>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<'

PRINT '---------------------------------------------------------------------------------'

END

END

ELSE

RAISERROR('Account does not exist',16,10)

END

GO

PRINT 'Procedure spSendLetter created...'

GO

USE master

GO

**Creating Triggers Script**

USE dmp\_MMORPG

GO

--This next section of code checks to see if the "trInsertDisabled" trigger exists, if so, it drops the trigger.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.triggers

WHERE name='trInsertDisabled')

DROP TRIGGER trInsertDisabled

GO

--This next section of code creates the trigger "trInsertDisabled".

CREATE TRIGGER trInsertDisabled

ON Item

INSTEAD OF INSERT

AS

PRINT 'NO, Inserting has been disabled on table ITEM'

GO

PRINT 'Trigger trInsertDisabled created...'

--This next section of code checks to see if the "trInsertNotify" trigger exists, if so, it drops the trigger.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.triggers

WHERE name='trInsertNotify')

DROP TRIGGER trInsertNotify

GO

--This next section of code creates the trigger "trInsertNotify".

CREATE TRIGGER trInsertNotify

ON ItemDetails

AFTER INSERT, UPDATE

AS

PRINT 'Changes made were successful'

GO

PRINT 'Trigger trInsertNotify created...'

USE master

GO

**Creating Indices Script**

USE dmp\_MMORPG

GO

--This next section of code checks to see if the "idx\_Item" index exists, if so, it drops the index.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.indexes

WHERE name='idx\_Item')

DROP INDEX idx\_Item ON Item

GO

--This next section of code checks creates the index "idx\_Item".

CREATE INDEX idx\_Item

ON Item(itemID)

GO

PRINT 'Index idx\_Item created...'

GO

--This next section of code checks to see if the "idx\_Account" index exists, if so, it drops the index.

IF EXISTS(SELECT name FROM dmp\_MMORPG.sys.indexes

WHERE name='idx\_Account')

DROP INDEX idx\_Account ON Account

GO

--This next section of code checks creates the index "idx\_Account".

CREATE INDEX idx\_Account

ON Account(userName)

GO

PRINT 'Index idx\_Account created...'

GO

USE master

GO

USE master

GO

--This next section of code drops the dmp\_MMORPG database.

DROP DATABASE dmp\_MMORPG

GO

**Drop Database Script**

**Documentation**

Author: Donovan van Heerden

Student No: EL2014-0043

Date: 13/05/2014

Instructor: Jason Smith

Campus: CTI East London

This project is designed to create and manage a database for a Massive Multiplayer Online Role Playing Game (MMORPG). It is meant to store data on all users’ accounts, their characters they have created and whom they play, as well as the various items in the game and errors which may occur during the game.

There are a total of 7 scripts. These scripts are used to create the database, to delete the database, insert data into the database, to create the various views required, the procedures for various input entries, indexes and triggers.

There are a total of 4 views that are created in the script file. Namely “vwBlockedAccounts”, “vwTopSkill”, “vwTopStackedItems” and “vwPopItems”.

To use the various views, simply select all data from the view.

Displayed by vwBlockedAccounts – All the accounts that are currently blocked, which displays the account information of those blocked accounts.

Displayed by vwTopSkill – A view of the top 20 characters with the highest skill level, which displays the character’s name and which account the character belongs to.

Displayed by vwTopStackedItems – A view of 20 items that are stacked the most, which displays the item information as well as the character’s name, to indicate which item that specific character has.

Displayed by vwPopItems – Shows the 5 most popular items obtained between all characters, which displays the item information as well as the amount of players who have that item.

There are a total of 5 procedures that are created in the script file. Namely “spRegister”, “spAddTime”, “spAddItem”, “spAddChar” and “spSendLetter”.