Database

Vault 101

A Database Administration Project for a Fallout Shelter vault.

**DROPE MAG**

**DATABASE VAULT 101**

Database project introduced in my portfolio as a demonstration of my SQL skills, focusing on my future DBA internship.

**BRASÍLIA - DF**

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# INTRODUCTION

Fallout Shelter is a strategy game where you play as a vault manager. Your mission is to keep dwellers alive, explore the post-apocalyptic world and manage resources. In this game a lot happens, a lot of data is generated, and that’s where the project is involved.

The propose of db\_vault\_101 (‘101’ has no special meaning) is to store all events and resources, using stored procedures, functions and analyzing this data into charts and graphs (using Power BI).

# ENTITY–RELATIONSHIP MODEL

Entity list:

* Arma (gun).
* Baixa (death).
* Diário (diary).
* Estoque (warehouse).
* Filiação (parents).
* Habitante (dweller).
* Incidente (incident).
* Pet.
* Profissão (profession).
* Reciclagem (recycling).
* Roupa (clothes).
* Special.
* Tipo de Incidente (incident type).
* Venda (sells).
* Quarto (room).
* Quest.

Attributes list:

* Arma: id, name.
* Baixa: id, quest, date, incident.
* Diário: id, date, number of dwellers, money, number of rooms, number of quests done, number of incidents, number of pets, number of, guns, number of clothes, quantity of energy, quantity of food and quantity of water.
* Estoque: id, quantity.
* Filiação: id.
* Habitante: id, name, gender, level, status.
* Incidente: id, date.
* Pet: id, name, details.
* Profissão: id, name.
* Reciclagem: id, product, profit, date, quantity recycled.
* Roupa: id, name.
* Special: id, strength, perception, endurance, charisma, intelligence, agility, luck.
* Tipo de Incidente: id, description.
* Venda: id, product, profit, date, quantity sold.
* Quarto: id, description, size.
* Quest: id, description, date.

Relationships list:

* Arma – belongs – Habitante.
* Arma – stored – Estoque.
* Baixa – defines – Habitante.
* Baixa – has – Tipo Incidente.
* Diário – counts – Habitante.
* Diário – counts – Quarto.
* Diário – counts – Incidente.
* Diário – counts – Quest.
* Diário – counts – Arma.
* Diário – counts – Roupa.
* Diário – counts – Pet.
* Estoque – manage – Venda.
* Estoque – manage – Reciclagem.
* Filiação – defines – Habitante.
* Habitante – has – Special.
* Habitante – belongs – Quarto.
* Habitante – does – Quest.
* Incidente – has – Tipo Incidente.
* Pet – belongs – Habitante.
* Pet – stored – Estoque.
* Profissão – defines – Habitante.
* Roupa – belongs – Habitante.
* Roupa – stored – Estoque.
* Quest – stored – Estoque.

# ENTITY RELATIONSHIP DIAGRAM

