

One entity set that is present in our schema is the User. It contains important information about the user, like their stats, userid, and login information. Another entity set that is present is the Item set. This set contains information about items, such as how much stats an item gives, the itemid, or the name of the item. They are related through the inventory table. This table has a userid foreign key to reference the user entity set, and a itemid foreign key to reference the item entity set. This allows the two sets to be related. The relationship is a many to many relationship because many players can have many items.

The User entity set also relates to the Faction entity set. The faction entity set contains information about the factions in the game such as, name, rank, and faction_id. These entity sets are related through the table faction_user. This table exists only to link these entity sets, and contains only a foreign key for userid referencing the user entity set, and a foreign key for faction_id, referencing the Faction entity set. This allows the two sets to be related. This is a many to one relationship because there can be many players in a faction, but a player can only be in one faction.