

# Transformation

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We have not been able to find any remaining functional dependencies, or as Hans likes to call them Villains in our entities. When making the ER-diagram we spent a lot of time thinking about our scheme and how it would work in tables, and we feel like we got them all out already. Therefore, we have not done much normalization after. What we did need to look at was that it did not work in SQL to connect the remaining bosses and remaining 'dialogueNPCs' to 'remainingNPCs' in the way our ER-diagram suggested. What we suggested was that 'remainingNPCs' has optional many 'dialogueNPCs' and optional many 'Bosses'. This is a good way of thinking about it in theory but not when making tables. So what it should look like is that 'remainingNPCs' has optional many 'NPCs' and then in the SQL code there is a trigger that makes it so that it can only be either a 'dialogueNPC' or a 'Boss'. This is what we ended up doing in our SQL.