Banco de dados – Batalhas em Game of Thrones

Tabela desnormalizada

Esquema NN

battles(name, year, battle\_number, attacker\_king, defender\_king, attacker\_1, attacker\_2, attacker\_3, attacker\_4, defender\_1, defender\_2, defender\_3, defender\_4 , attacker\_outcome, battle\_type, major\_death, major\_capture, attacker\_size, defender\_size, attacker\_commander, defender\_commander, summer, location, region, note)

Esquema 1FN

battle(name, year, **battle\_number**, attacker\_1, attacker\_2, attacker\_3, attacker\_4, defender\_1, defender\_2, defender\_3, defender\_4, attacker\_outcome, battle\_type, major\_death, major\_capture, attacker\_size, defender\_size, summer, location, region, note)

attacker\_king(**battle\_number, id\_king ,**  king\_name)

battle\_number referencia battle

defender\_king(**battle\_number, id\_king** ,king\_name)

battle\_number referencia battle

attacker\_commander(**battle\_number, id\_commander**, commander\_name)

battle\_number referencia battle

defender\_commander(**battle\_number, id\_commander**, commander\_name)

battle\_number referencia battle

Esquema 2FN

battle(name, year, **battle\_number**, attacker\_1, attacker\_2, attacker\_3, attacker\_4, defender\_1, defender\_2, defender\_3, defender\_4, attacker\_outcome, battle\_type, major\_death, major\_capture, attacker\_size, defender\_size, summer, location, region, note)

king(**id\_king,** king\_name)

attacker\_king(**battle\_number, id\_king** )

battle\_number referencia battle

id\_king referencia king

defender\_king(**battle\_number, id\_king** ,king\_name)

battle\_number referencia battle

id\_king referencia king

attacker\_commander(**battle\_number, id\_commander**)

battle\_number referencia battle

id\_commander referencia commander

defender\_commander(**battle\_number, id\_commander**)

battle\_number referencia battle

id\_commander referencia commander

commander(**id\_commander,**  commander\_name)

Esquema 3FN

battle(name, year, **battle\_number**, attacker\_1, attacker\_2, attacker\_3, attacker\_4, defender\_1, defender\_2, defender\_3, defender\_4, attacker\_outcome, battle\_type, major\_death, major\_capture, attacker\_size, defender\_size, summer, location, note)

location referencia loc\_world

king(**id\_king,** king\_name)

attacker\_king(**battle\_number, id\_king** )

battle\_number referencia battle

id\_king referencia king

defender\_king(**battle\_number, id\_king** ,king\_name)

battle\_number referencia battle

id\_king referencia king

attacker\_commander(**battle\_number, id\_commander**)

battle\_number referencia battle

id\_commander referencia commander

defender\_commander(**battle\_number, id\_commander**)

battle\_number referencia battle

id\_commander referencia commander

commander(**id\_commander,**  commander\_name)

loc\_world(**location,**  region)