Game (game_name, year, played_on, gimmick) no foreign key

- 1NF- no repeating groups, all data values are atomic, each field has a unique name, and it has a primary key.
- 2NF- in 1NF and year, played_on, and gimmick are dependent on game_name.
- 3NF- in 2NF and year, played_on, and gimmick are not dependent on each other.

Pokedex (region_name, game_name) game_name is foreign key

- 1NF- no repeating groups, all data values are atomic, each field has a unique name, and it has a primary key.
- 2NF- in 1NF and game_name is dependent on region_name.
- 3NF- in 2NF and there are no other non-key attributes.

Pokemon (pokedex_number, region_name, national_number, name, type, image) region_number in foreign key

- 1NF- no repeating groups, all data values are atomic, each field has a unique name, and it has a primary key.
- 2NF- in 1NF and region_number, national_number, name, type, and image are dependent on pokedex_number.
- 3NF- in 2NF and region_number, national_number name, type, and image are not dependent on each other.

Poke Ball (ball_name, game_name, ball_description, location, image) game_name is foreign key

- 1NF- no repeating groups, all data values are atomic, each field has a unique name, and it has a primary key.
- 2NF- in 1NF and game_name, ball_description, location, and image are dependent on ball_name.
- 3NF- in 2NF and game_name, ball_description, location, image are dependent on each other.

Sandwich (sandwich_name, game_name, ingredients, effects, image) game_name is foreign key

- 1NF- no repeating groups, all data values are atomic, each field has a unique name, and it has a primary key.
- 2NF- in 1NF and game_name, ball_description, location, and image are dependent on sandwich_name.
- 3NF- in 2NF and game_name, ball_description, location, and image are not dependent on each other.