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.