Project Description

    a. The domain of the application is representing game data. It models the relationships between entities in a video game.

    b. This database provides an accessible and readable version of game data for people who want to better understand its mechanics, such as the possible drops of certain enemies and the region location of specific artifacts. Furthermore, it allows for the creation of a guide that players can look to for information instead of struggling to figure it out in-game.

Database Specifications

    The database will allow users to obtain information about the game that might be difficult to find during gameplay. For example, if a player wants to find an artifact set but they don't know which region it comes from, they would have to search every region to find it. Another example is if a player wants to know how difficult enemies have become after they reach a certain level. This database will allow them to easily obtain this information without having to play through the game.

Description of Application Platform

    - We will use Oracle as our database management system and PHP as the platform.