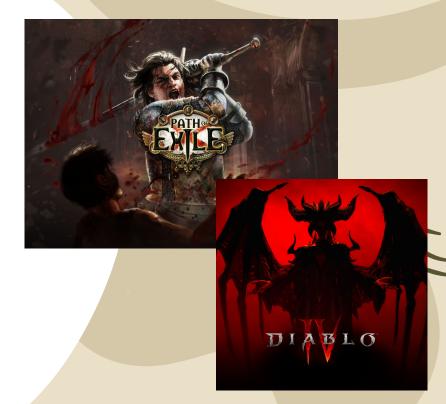






is a genre of video games that combines real-time combat with a character progression system.

Players develop their characters through **strategic choices** in abilities and equipment.





PURPOSE OF IMS IN ARPGs



Challenge

Managing a vast array of in-game items can be **overwhelming** for both players and developers.

Solution

A well-designed **Inventory** Management System streamlines this process, making item organization and accessibility seamless for players and simplifying asset tracking for developers.

ACHIEVING A SUCCESSFUL IMS



Efficient Item Management

Capability for **storing**, **identifying**, and **tracking** items across inventory spaces.



Seamless UI Integration

Ensure smooth IMS integration within the game's user interface for intuitive player interaction.



Enhanced Gameplay Features

Support for **player-to-player trading** with comprehensive logging of traded items.



Optimization & Performance

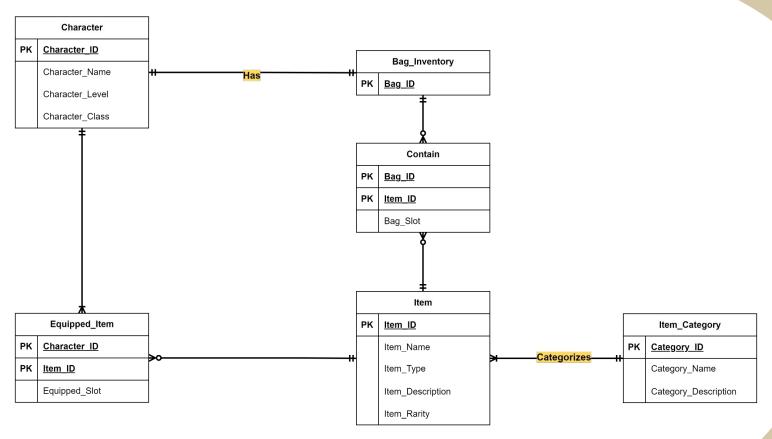
Achieve **fast** and **responsive** system performance, crucial for high payer concurrency and trading functions.



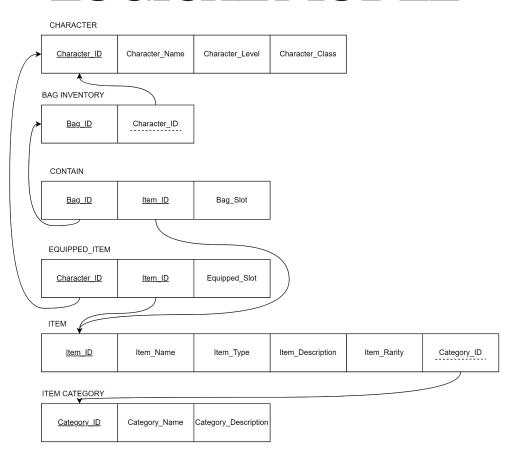
Data Integrity, Security, & Scalability

Implement robust security measures and scalability solutions to support gameplay mechanics.

CONCEPTUAL MODEL



LOGICAL MODEL



SQL QUERIES

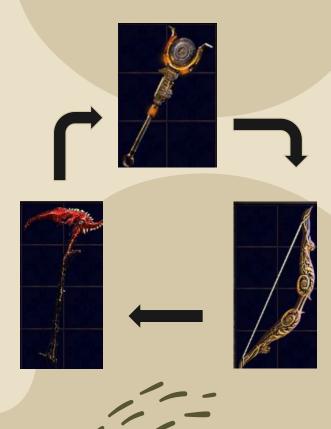
```
447 = -- Query 5
     --What items does Gold_Fisher have equipped?
         t1. Character Name AS Name,
         t1.Character_Level AS Level,
         t1.Character_Class AS Class,
         t3. Item Name AS Item,
         t3. Item Rarity AS Rarity,
         t2. Equipped Slot AS Equipped
455
     FROM
456
457
         Character t1
458
459
         Equipped Item t2
460
    471 --Query 6
          -- What about what Gold Fisher has in his bag?
    473 SELECT
               t1.Character_Name AS Name,
    474
46
    475
               t1.Character Level AS Level,
              t1.Character_Class AS Class,
    476
               t4. Item Name AS Item,
    477
              t4. Item_Rarity AS Rarity,
46
               t4. Item Type AS Type,
    479
               t3.Bag Slot AS "Bag Slot"
    480
    481
          FROM
    482
               Character t1
    483
          JOIN
    484
               Bag Inventory t2
          ON
    485
               t1.Character_ID=t2.Character_ID
    486
          JOIN
    487
               Contain t3
    488
          ON
    489
               t2.Bag_ID=t3.Bag_ID
    490
    491
          JOIN
               Item t4
    492
    493
          ON
```

t3. Ttem TD=t4. Ttem TD



INTERACTION





INTERACTION









MEETING PLAYER NEEDS IN ARPGS

Strategic Gameplay Support

IMS **simplifies managing** extensive item collections, enabling players to focus on strategic equipment choices crucial for character development.

Informed Decision Making

Provides **detailed item information**to enhance combat strategy and
inventory management with
up-to-date, accessible data.



Transparency and Accessibility

Allows players to **easily locate items**, ensuring items are appropriately used and managed.

Impact on Gaming Experience

Facilitates a **smoother, more enjoyable** gaming experience by reducing item management complexities.

INPUTS AND ITEM TRACKING





Diverse Item Inputs

Captures every item found, marking each with unique characteristics.



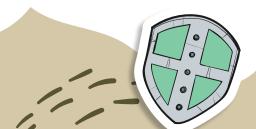
Precise Item Tracking

Maintains detailed records of item locations.



Game Consistency

Ensures every item's journey matches the player's adventure.



ACCESS CONTROL & SECURITY MEASURES



Full access (insert, read, modify, delete) for database management and maintenance.

Game Developers

Limited access; can't delete sensitive player information. Focus on updating game mechanics and items. Role-Based Access Control
Authentication & Authorization
Logging & Monitoring
Data Encryption

Players

Access limited to their own data to ensure engagement without compromising game integrity of affecting other player's data.

Analytics Team

Read-only access to analyze game data, emphasizing the safeguard against data alteration.

DATABASE RECOVERY POLICY

Recovery Policy

- Full Backups: Scheduled during off-peak to minimize performance impact, ensuring data integrity with off-side storage.
- Differential Backups: Capture changes since the last full backup, optimizing for efficiency in time and storage.

Disaster Recovery

- **Disk Mirroring:** Real-time data duplication across multiple disks, ready for instant data restoration.
- Restoration Process: Leveraging the latest full backup and transaction logs for data recovery, ensuring minimal downtime.
- Continuous Monitoring: Proactive system checks to detect and resolve issues swiftly, guaranteeing data availability.



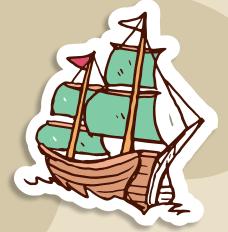






THANK YOU





Questions?

