DNA Project

Team 20

October 2023

1 Team 20-Data Dudes

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2 Edits made to our Mini-world

- In the *Player KILLS Player USING Weapon Relationship, we have updated it. Here, "kill" is the relationship type, and "weaponId" is an attribute associated with the "kill" relationship. It implies that when one player kills another, there is additional information stored about the weapon used (identified by its weaponId).

- A derived attribute is an attribute whose value can be derived from other attributes in the database. In this case, "End time" is likely calculated or derived based on other attributes related to the match, such as the start time, duration.
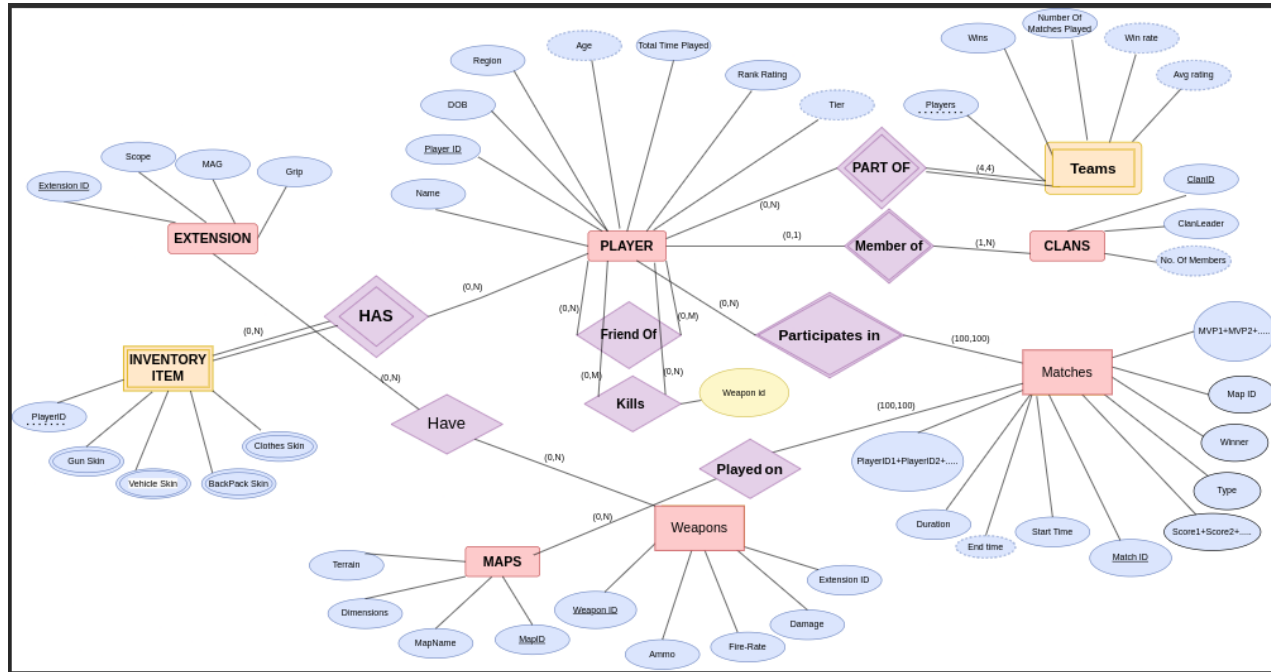
3 ER Diagram

Figure 1: ER Diagram

Here is the Link
Click Here