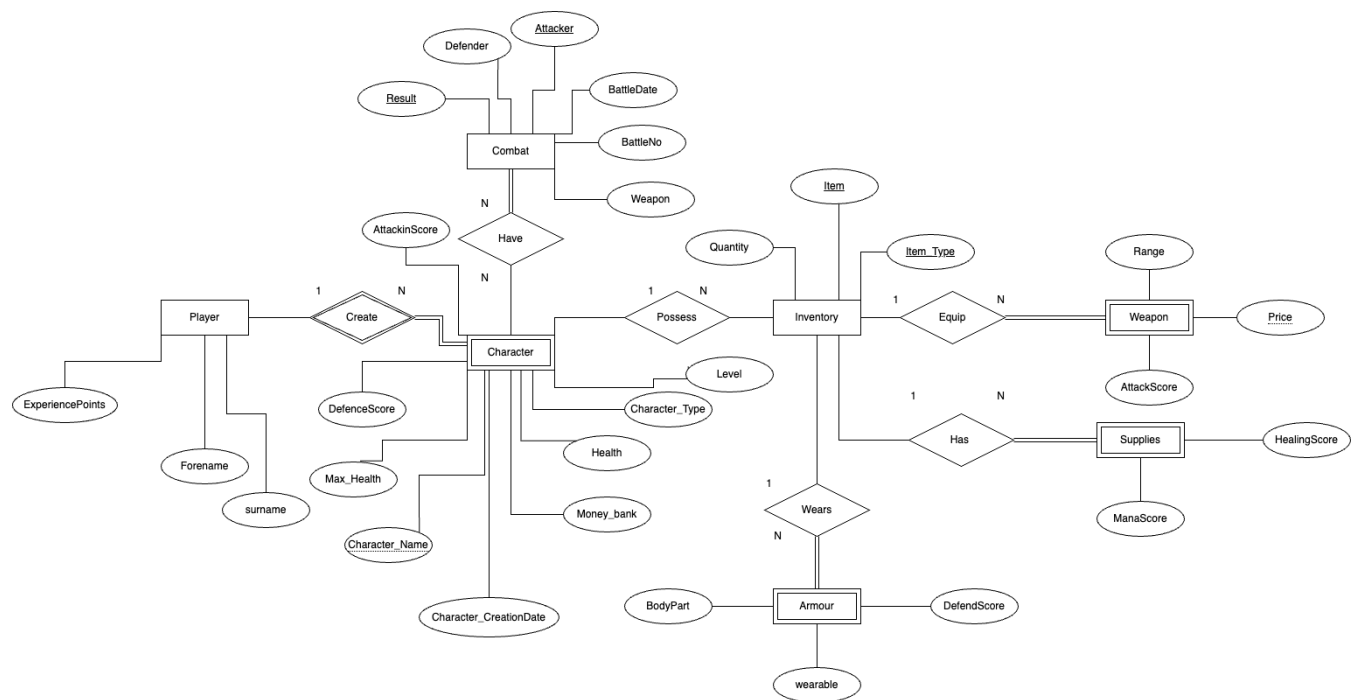


Entity Relationship Diagram



English Paragraph for Entity Relationship Diagram (ERD)

A player has got a forename, surname, and experience points.

A player can create many characters with each character belonging to one player only. A character cannot exist without being created by a player.

A character has got character name, character creation date, maximum health, defence score, money bank, health, character type, and level.

A character can have many combats with many combats being played by many characters.

Each combat has got a battle date, battle number, weapon, attacker, defender, and result.

A character can possess many inventory with each inventory belonging to one character only.

Each inventory has got its item, item type, quantity.

An inventory can equip many weapons with each weapon belonging to one inventory only. A weapon cannot exist without belonging to an inventory in the database.

Each weapon has got an attack score, range, and price.

An inventory has many supplies with each supply belonging to one inventory only. A supply cannot exist without belonging to an inventory in the database. Each supply has got a healing score and a mana score.

An inventory wears many armour with each armour belonging to one inventory. An armour cannot exist without belonging to an inventory in the database. Each armour has got a body part, wearable, and defend score.