

Department

department_id	description	city	state	department_name
PK		CK		

1 ... 1

Role

FK					
department_id	role_name	responsibilities	payrate	description	role_id
CK		1 ... 1			PK

Employee

FK		CK 1, CK, 2, CK 3				CK 2	CK 3	CK 1			
role_id	date_of_birth	first_name	last_name	middle_name	email	address	phone	employment_status	employee_id	manager_id	
CK 4					1 ... 1			PK	FK		

Work Log

FK		FK				
hours_worked	employee_id	project_id		PK		
0...*		1 ... 1				

Project

		CK					PK		
resource_id	cost	name	start_date	end_date	status	budget	project_id	description	
FK								1 ... 1	

Game-Project

FK	FK		
project_id	game_id	PK	
0 ... *			

Game Library

name	description
PK	
1 ... 1	

Game

PK						FK	
game_id	description	genre	name	cost	completion_date	game_library_name	
1 ... 1		CK				1 ... *	

Resource Library

name	description	revision_date	PK	
CK			resource_id	
1 ... 1			1 ... 1	1 ... 1

Skills

FK	CK				PK	
resource_id	mana_cost	offense	defense	rank	skill_name	description
0...*		CK				

Item

FK	CK				PK	
resource_id	mana_cost	offense	defense	rank	item_name	description
0...*		CK				

Maps

FK	CK				PK	
resource_id	radius	size	theme	map_name	description	map_id
0...*		CK				

Music

FK	CK			PK	
resource_id	music_name	description	length	music_id	
0...*		CK			

Character Interaction

FK	CK			PK	
resource_id	movement_control	movement_type	movement_name	interaction_id	
0...*		CK			

Department

department_name : string
description : string
city : string
state : string

1 ... 1

has

1 ... *

Role

role_name : string
description : string
responsibilities: string
payrate : float

1 ... 1

play

0 ... *

Employee

first_name : string
middle_name : string
last_name : string
date_of_birth : date
email : string
address : string
phone_number : string
employment_status : string

0 ... *

manage

0 ... 1

Game Library

game_library_name : string
description

1 ... 1

has

0 ... *

Game

game_name : string
completion_date : date
cost : float
description: string
genre: string

1 ... *

has

Employee

first_name : string
middle_name : string
last_name : string
date_of_birth : date
email : string
address : string
phone_number : string
employment_status : string

0 ... *

assign

0 ... *

Project

project_name : string
start_date : date
end_date : date
project_cost : float
status : string
budget: float
description : string

1 ... *

use

0 ... *

Work Log

hours_worked: Decimal

has

1 ... 1

Resource Library

resource_library_name : string
revision_date : date
description : string

1 ... 1

has

1 ... 1

has

Item

item_name : string
description : string
rank : float
offense : float
defense : float

0 ... *

has

0 ... *

Map

map_name : string
size : float
theme : string
radius : float
description : string

1 ... 1

has

1 ... 1

has

Music

music_name : string
length : float
description : string

0 ... *

has

0 ... *

Character Interaction

movement_name : string
movement_control : string
movement_type : string

0 ... *