

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					

Project

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

Game-Project

FK	FK		
project_id	game_id	PK	

Game Library

name	description
PK	

Game

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

Resource Library

name	description	revision_date	resource_id
CK			PK

Skills

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

Item

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

Maps

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

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

1 ... *

has

0 ... *

assign

0 ... *

Project

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

use

0 ... *

Project

1 ... *

1 ... 1

has

0 ... *

Work Log

hours_worked : Decimal

has

1 ... 1

Resource Library

1 ... 1

has

1 ... 1

has

1 ... 1

has

1 ... 1

has

0 ... *

Skill

skill_name : string
offense : float
defense : float
rank : float
mana cost : float
description : string

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

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

music_name : string
length : float
description : string

movement_name : string
movement_control : string
movement_type : string