Outline:

This database is comprised of six tables and four relationships. The database is about the world of Skyrim and it's focused on the people, kingdoms, weather, races, and various factions between the people. It is interesting to track this, because the Skyrim world is vast and complex. This is an excellent opportunity organize the data and then be able to recall it in a meaningful way. For example there are some races that are not allowed in certain kingdoms or certain groups that do not like other groups. Having the ability to query if your race or group affiliation will get you into trouble at the next Kingdom is important business.

Database Outline in Words:

Table : Sky_Race
- Must have an auto generated ID that is the primary key.
- Must have a name, and special ability.
- A Sky_Race can belong to many Sky_People .
- A Sky_Race must belong to one or more Sky_People

Table : Sky_People
- Must have an auto generated ID that is the primary key
- Must have a first name, last name, weapon and sky_raceID.
- A Sky_KingomID foreign key is not required, because people can be wonders and not from a kingdom.
- A Sky_RaceID foreign key is required because a person must be some sort of race.
- A Sky_People must belong to one Sky_Race
- A Sky_People can belong to one Sky_Kingdom
- A Sky_People can belong to many Sky_Factions
- Because Sky_People and Sky_Faction are a many-to-many relationship, there is a many-to-many table called→ Sky_Faction_Category that intersects the many-to-many.

Table : Sky_Kingdom
- Must have an auto generated ID that is the primary key
- Must have a name and population.
- A Sky_WeatherID foreign key is not required, because weather can change
- A Sky_Kingdom can have one Sky_Weather
- A Sky_Kingdom can have many Sky_People

Table : Sky_Weather
- Must have an auto generated ID that is the primary key
- Must have a typical_weather.
- A Sky_Weather can belong to many Sky_Kingdoms.

Table : Sky_Faction
- Must have an auto generated ID that is the primary key
- Must have a name and a mission, because this is what defines a faction.
- A Sky_Faction can belong to many Sky_People
- Because Sky_Faction and Sky_People are a many-to-many relationship, there is a many-to-many table called→ Sky_Faction_Category that intersects the many-to-many.

Table : Sky_Faction_Category
- Is a many-to-many table
- Must have Sky_PeopleID and Sky_FactionID as the primary key
- Sky_PeopleID and Sky_FactionID are also foreign keys to the Sky_People and Sky_Faction Table.
- Interesting_Note is not required.