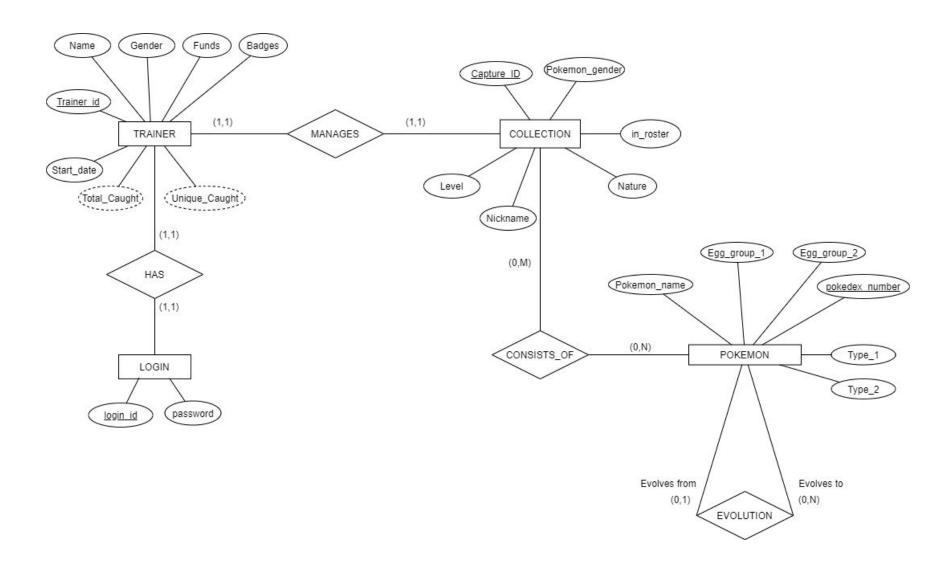
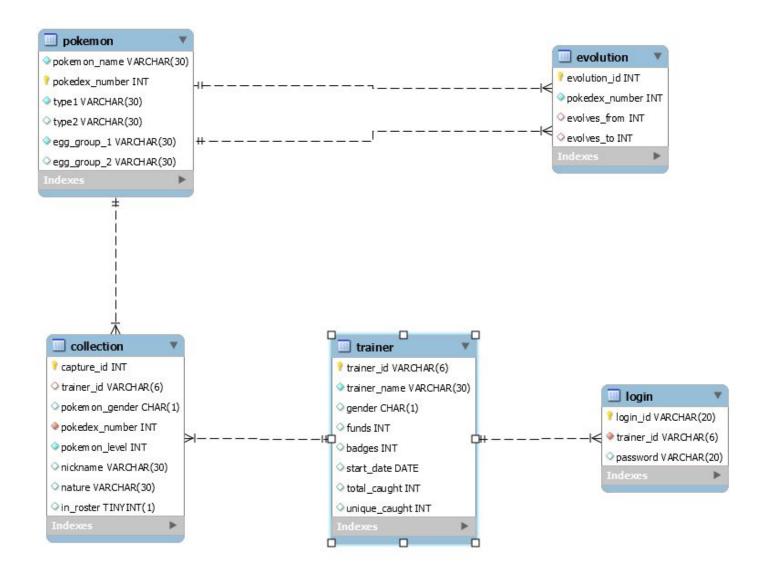
# **ER Diagram:**



### **Relational Schema:**



login.trainer\_id is a FK to trainer.trainer\_id collection.trainer\_id is a FK to trainer.trainer\_id collection.pokedex\_number is a FK to pokemon.pokedex\_number evolution.evolves\_from is a FK to pokemon.pokedex\_number evolution.evolves\_to is a FK to pokemon.pokedex\_number

# **Constraints (for each table in schema):**

```
CREATE TABLE pokemon(
      pokemon_name VARCHAR(30) NOT NULL,
      pokedex_number INT NOT NULL,
      type1 VARCHAR(30) NOT NULL,
      type2 VARCHAR(30),
      egg_group_1 VARCHAR(30) NOT NULL,
      egg_group_2 VARCHAR(30),
      PRIMARY KEY (pokedex_number),
      UNIQUE KEY (pokemon_name)
 );
CREATE TABLE trainer(
      trainer id VARCHAR(6) NOT NULL,
      trainer_name VARCHAR(30) NOT NULL,
      gender CHAR(1),
      funds INT,
      badges INT,
      start_date DATE,
      total_caught INT,
      unique_caught INT,
      PRIMARY KEY (trainer_id),
      CONSTRAINT CHK_Funds CHECK (funds >= 0),
      CONSTRAINT CHK Badges CHECK (badges >= 0 AND badges <= 8)
);
```

```
CREATE TABLE collection(
      capture_id INT NOT NULL,
      trainer id VARCHAR(6) NOT NULL,
      pokemon_gender CHAR(1),
      pokedex number INT NOT NULL,
      pokemon level INT NOT NULL,
      nickname VARCHAR(30),
      nature VARCHAR(30),
      in_roster BOOLEAN,
      PRIMARY KEY (capture id),
      CONSTRAINT FK_collection_trainer_id FOREIGN KEY (trainer_id) REFERENCES trainer (trainer_id),
      CONSTRAINT FK collection pokedex number FOREIGN KEY (pokedex number) REFERENCES pokemon (pokedex number),
      CONSTRAINT CHK pokemon level CHECK (pokemon level > 0 AND pokemon level <= 100)
);
CREATE TABLE evolution(
      evolution id INT NOT NULL,
      pokedex number INT NOT NULL,
      evolves_from INT,
      evolves to INT,
      PRIMARY KEY (evolution id),
      CONSTRAINT FK evolves to pokemon FOREIGN KEY (evolves to) REFERENCES pokemon (pokedex number),
      CONSTRAINT FK_evolves_from_pokemon FOREIGN KEY (evolves_from) REFERENCES pokemon (pokedex_number)
);
CREATE TABLE login(
      login id VARCHAR(20) NOT NULL,
      trainer id VARCHAR(6) NOT NULL,
      password VARCHAR(20) NOT NULL,
      PRIMARY KEY (login_id),
      CONSTRAINT FK login id FOREIGN KEY (trainer id) REFERENCES trainer (trainer id)
);
```

# Other application based constraints/business rules:

| • | pokem  | non.type1 and pokemon.type2 can only be any of the following values: |   |              |  |
|---|--|--|---|--------------|--|
|   | 0  | Normal   | 0 | Flying       |  |
|   | 0  | Fire   | 0 | Psychic      |  |
|   | 0  | Water  | 0 | Bug          |  |
|   | 0  | Electric   | 0 | Rock         |  |
|   | 0  | Grass  | 0 | Ghost        |  |
|   | 0  | Ice  | 0 | Dragon       |  |
|   | 0  | Fighting   | 0 | Dark         |  |
|   | 0  | Poison   | 0 | Steel        |  |
|   | 0  | Ground   | 0 | Fairy        |  |
| • | <ul><li>pokemon.egg_group_1 and pokemon.egg_group_2 can only be any of the following values:</li></ul> |  |   |              |  |
|   | 0  | Amorphous  | 0 | Mineral      |  |
|   | 0  | Bug  | 0 | Monster      |  |
|   | 0  | Dragon   | 0 | Water_1      |  |
|   | 0  | Fairy  | 0 | Water_2      |  |
|   | 0  | Field  | 0 | Water_3      |  |
|   | 0  | Flying   | 0 | Ditto        |  |
|   | 0  | Grass  | 0 | Undiscovered |  |
|   | 0  | Human-Like   |   |              |  |
|   |  |  |   |              |  |

## **Relational Algebra Queries:**

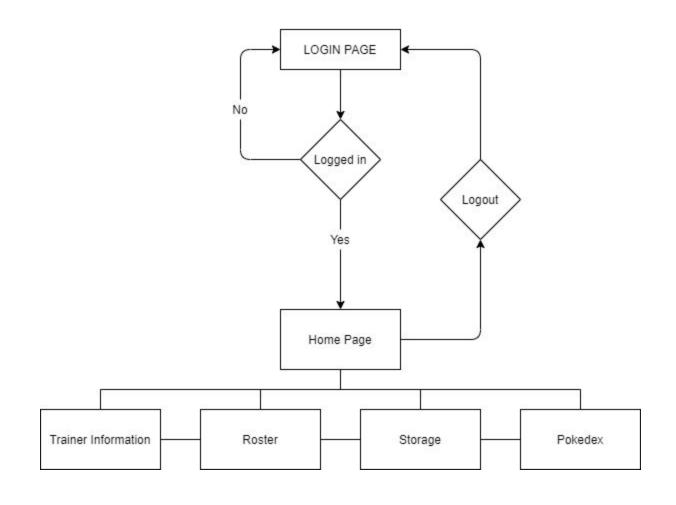
- -- Query to find all pokemon and their trainers that are fairy type
  SELECT trainer.trainer\_name, trainer.trainer\_id, pokemon\_name from trainer
  INNER JOIN collection
  ON trainer.trainer\_id = collection.trainer\_id
  INNER JOIN pokemon
  ON pokemon.pokedex\_number = collection.pokedex\_number
  WHERE type1 = 'Bug' OR type2 = 'Bug';
- -- Query to find total number of pokemon caught by a trainer SELECT trainer\_trainer\_id, trainer\_trainer\_name, COUNT(\*) as total\_caught FROM trainer INNER JOIN collection ON trainer.trainer\_id = collection.trainer\_id GROUP BY trainer.trainer\_id;
- -- Query to find total number of unique pokemon caught by a trainer SELECT trainer.trainer\_id, trainer.trainer\_name, COUNT(DISTINCT pokedex\_number) as unique\_caught FROM trainer INNER JOIN collection ON trainer.trainer\_id = collection.trainer\_id GROUP BY trainer.trainer\_id;
- -- Query to Find all pokemon with a grass typing (type 1 or type2) SELECT pokemon\_name, pokedex\_number FROM pokemon WHERE type1 = 'Grass' or type2 = 'Grass';
- -- Query to find all pokemon name, pokedex number, that don't evolve at all. Sort by pokedex\_number SELECT p.pokemon\_name, p.pokedex\_number FROM pokemon AS p INNER JOIN evolution
  ON evolution.pokedex\_number = p.pokedex\_number
  WHERE evolves\_to is null AND evolves\_from is null
  ORDER BY p.pokedex\_number;

```
-- Query to display the name and pokedex id of all pokemon caught by trainer with trainer_id = '123456'
SELECT pokemon_pokemon_name, pokemon.pokedex_number FROM pokemon
INNER JOIN collection
ON pokemon.pokedex_number = collection.pokedex_number
INNER JOIN trainer
ON trainer_id = collection.trainer_id
WHERE trainer.trainer id = '123456'
ORDER BY pokedex number;
-- Query to to find what pokemon trainer with trainer id = '123456' owns will evolve to
SELECT pokemon_name, pokedex_number
FROM pokemon
WHERE pokedex number IN (
  SELECT evolution.evolves to
  from pokemon INNER JOIN evolution ON pokemon.pokedex number = evolution.evolution id
  WHERE evolution.evolution_id IN (
    SELECT collection.pokedex number
    FROM trainer
    INNER JOIN collection ON trainer.trainer_id = collection.trainer_id AND trainer.trainer_id = '123456'))
ORDER BY pokedex number;
SELECT pokemon_name, pokedex_number
FROM pokemon
WHERE pokedex number IN (
  SELECT evolution.evolves to
  from pokemon INNER JOIN evolution ON pokemon.pokedex number = evolution.evolution id
  WHERE evolution.evolution_id IN (
    SELECT collection.pokedex number
    FROM trainer
    INNER JOIN collection ON trainer.trainer_id = collection.trainer_id));
```

# **Front End Design:**

Site Map:

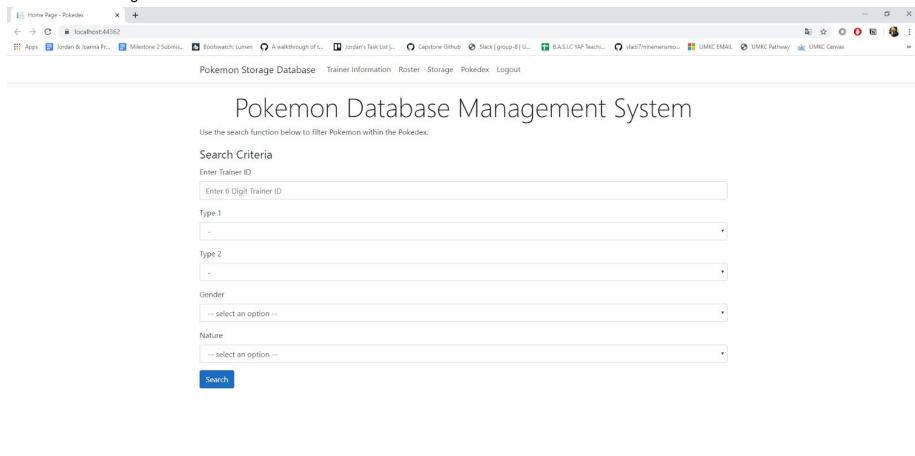
# Navigation Diagram of Pokemon Database Website



Login Form:

# Username Password Login Cancel

### Mock Website Design:



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