University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 4

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Group Number: 32

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Repository Link

Within the repository, there is a file called CPSC304Script.sql that contains a single SQL script that can be used to create all the tables and data in the database.

Copy of the schema

> The data of each table in the entire database used in the demo after script initialization is attached at the end of the report

ElementOfTheSoul(elementOfTheSoulID: char[20], name: char[20], **AssistantID**: char[20])

Aspect(aspectID: char[20], name: char[20], **itemID**: char[20])

Memory(memoryID: char[20], name: char[40], Sources: char[100], isSound: boolean, isOmen:boolean, isPersistent: boolean, isWeather: boolean)

Numen(**numenID**: char[20], **bookID**: char[20])

Book(bookID: char[20], bookName: char[80], language: char[20], **aspectID**: char[20], **MemoryID**: char[20], **skillID**: char[20], **NumenID**: char[20], **elementOfTheSoulID**: char[20])

Workstation(workstationID: char[20], workstationName: char[20], workstationRoom: char[40], evolution: char[20], Slots: char[80], **SkillID**: char[20])

Skill(skillID: char[20], workstationName: char[40], SpecialAttribute: char[20], **aspectID**: char[20])

Language(**languageID**: char[20], NotCraftable: boolean)

Item(itemID: char[20], itemName: char[40])

ItemSkillBook (**itemID**, **skillID**, **bookID**)

SkillEOTS (**skillID**, **elementOfTheSoulID**)

SkillMemory (**skillID**, **memoryID**)

SkillPeople (**skillID**, **peopleID**)

People(peopleID: char[20], peopleName: char[20])

Assistant(**assistantID**: char[20], assistantSpecialty:char[20], assistantCost: integer, assistantLocation: char[20], **ItemID**: char[20], **ElementOfTheSoulID**: char[20])

Visitor(**visitorID**: char[20], visitorIsNumaOnly: boolean, **LanguageID**: char[20])

WorkshopAspectRequirement(workshopAspectRequirementID: char[20], **AspectID**: char[20], **WorkstationID**: char[20])

Project Description

Our project is to present core information about items in the game "Book of Hours". This project acts as a centralized place where players can quickly look up data while playing the game. Since the game provides no tutorial to the player and most of the game mechanics are discovered through trial and error, we design this wikipedia for the player to look up the information quickly

Changes to the schema
Between milestone 2 to milestone 4 and 5, there are no changes to the schema
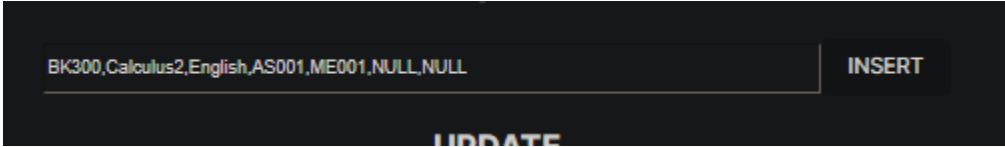
Queries

Queries: INSERT

Query was implemented in bookModel.js line 35-43 in the models folder
The API call was implemented in line 243-290 on fetchAPIInsert on inputForm.jsx in the frontend

---

Adds a new Book item to the wiki

INSERT INTO Book(bookID, bookName, language, aspectID, memoryID, elementOfTheSoulID, numenID)
VALUES ('BK300', 'De Horis Book 3', 'LATIN', 'AS001', 'ME006', NULL, NULL)

BK300,Calculus2,English,AS001,ME001,NULL,NULL   INSERT

UPDATE

Queries: DELETE

Query was implemented in bookModel.js line 56-59 in the models folder
The API call was implemented in line 342-365 on handleDelete method in inputForm.jsx in the frontend

---

Deletes a book data from the wiki using the bookID

DELETE FROM Book WHERE bookID = 'BK060'

BK060	Calicite Supplications		AS003	ME008	
BK061	On Thirstlies, Ivories And Lovelies		AS003	ME016	
BK062	The Wonderful Shape	Killasimi	AS003	ME008	
BK063	A Journey to the Grove		AS003	ME008	

Before calling DELETE on BK060

DELETE

BK060   **DELETE**

Triggering the DELETE operation by filling out the bookID and selecting DELETE

BK055	On Matthias And the Amethyst Imago: Pursuit	Aramaic	AS003	ME017		
BK056	The Orchid Transfigurations: A Birth	Latin	AS003	ME008		
BK057	The Imitation of Skin		AS003	ME023		
BK058	Snare of the Tree: Collected Proverbs of Aunt Mopsy		AS003	ME022		
BK059	The Thirsting Tantra		AS003	ME008		
BK061	On Thirstlies, Ivories And Lovelies		AS003	ME016		
BK062	The Wonderful Shape	Killasimi	AS003	ME008		
BK063	A Journey to the Grove		AS003	ME008		
BK064	The Rose of Nuriel	Greek	AS003	ME008		
BK065	The Geminiad II	Fucine	AS003	ME008		
BK066	The Sun Disfigured	Cracktrack	AS003	ME045		ME045
BK067	One Thousand Threads		AS003	ME018		

Result of the book table after calling DELETE on BK060

Queries: UPDATE

Query was implemented in bookModel.js line 45-54 in the models folder
The API call was implemented in line 294-341 on method fetchAPIUpdate file inputForm.jsx in the frontend

Update the language of the book with ID BK054, this is useful when the new update is released to the game and changes the gameplay feature of the existing items in the game.

UPDATE Book SET language = 'Deep Mandaic' WHERE bookID = BK002

bookID	bookName	language	aspectID	memoryID	elementOfTheSoulID	numenI
BK001	The War of the Roads, 1451-1551		AS001	ME007		
BK002	De Horis Book 2	LATIN	AS001	ME007		
BK003	De Horis Book 3	LATIN	AS001	ME006		
BK004	The Sun's Lament		AS001	ME018		
BK005	The Victory Of Crowns		AS001	ME006		
BK006	De Bellis Murorum		AS001	ME006		
BK007	Exorcism for Girls		AS001	ME018		
BK008	The High Traditions of the Noble Endeavour	Latin	AS001	ME007		

Book BK002 currently has Language value as Latin

UPDATE

BK002,De Horis Book 2,Deep Mandaic   **UPDATE**

User updating the book with id BK002 with a new Language value

bookID	bookName	language	aspectID	memoryID	elementOfTheSoulID	numenID
BK001	The War of the Roads, 1451-1551		AS001	ME007		
BK002	De Horis Book 2	Deep Mandaic	AS001			
BK003	De Horis Book 3	LATIN	AS001	ME006		

Book BK002 now has Deep Mandaic as its new Language value

Queries: Selection

Queries was implemented in bookModel.js line 4-33 in the models folder
The API call was implemented in line 188-200 on inputForm.jsx in the frontend

Find the book with the name "The Iron Book"
SELECT *
FROM Book
WHERE bookName = 'The Iron Book' OR bookName Like 'The Iron Book'

Book of Hour database

A video game developed by WeatherFactory

Enter keywords here   Filter   Advanced

INSERT

Enter INSERT   INSERT

UPDATE

Enter UPDATE   UPDATE

DELETE

Enter DELETE   DELETE

State of the website before searching for keywords (cropped to fit the report)

State of the website after filling in "The Iron Book" in the keyboard search

Queries: Projection

Queries was implemented in bookModel.js line 10 in the models folder
The API call was implemented in line 168-185 on inputForm.jsx in the frontend

```
} else if(selectedColumns){
    try {
        const allData = await Promise.all(tableNames.map(tableName =>
            fetch(`http://localhost:3000/${tableName}${subUrl}?selectedColumns=${selectedColumns}`, {
                credentials: "include",

                method: "GET",

                headers: {
                    'Accept': 'application/json',
                    'Content-Type': 'application/json',
                },
            }).then(response => response.json())));
        onItemsChange(allData);
    } catch (e) {
        console.log(e);
    }
} else {
```

Presents the name of the book, its requirements to obtain it such as language and aspectID, and the memory that it unlocks using memoryID

SELECT bookName, language, memoryID, aspecttID FROM Book

Before Projection (all attributes are shown in the result)

After Projection (only selected attributes via checkboxes are shown)

Queries: Join

Queries was implemented in peopleModel.js line 10 in the models folder
The API call was implemented in line 150-164 on inputForm.jsx in the frontend

Display all visitors in the game and the language they teach to the player in Book of Hours

SELECT p.peopleName, s.skillName as language
FROM Visitor v, Language l, Skill s, People p
WHERE v.languageID = l.languageID
AND v.visitorID = p.peopleID
AND s.skillID = l.languageID
WHERE s.skillName = 'Cracktrack'; // this is determined by the user input

peopleName	language
Ms Azita Bukhara	Deep Mandaic
Mr Ehsan Fekri	Deep Mandaic
Magister Hokobald	Deep Mandaic
Lord Franklin Bancroft	Deep Mandaic
Sr. Corso Reverte	Hyksos
Aunt Mopsy	Hyksos
Mr Peter Agdistis	Fucine
Dr Serena Blackwood	Fucine
Dr Arun Peel	Vak
Princess Conquille Amirejibi	Vak
Dr Yvette Southey	Ericapaean
Julian Coseley	Ericapaean
'Daymare'	Ramsund
Mr Fraser Strathcoyne	Ramsund
Mme Olympe Bechet	Ramsund
Dr Ibn al-Adim	Sabazine
Lt Arthur Thomas Moore (Ret.)	Sabazine
Lalla Chaima	Cracktrack
Fr. Stanislav John Schaller	Cracktrack
Professor Rowena Hengerst	Kernewek Henavek
MCO Constance Lee	Killasimi
Mlle Margot Matutine	Killasimi
Mr Zachary Wakefield	Killasimi

Section of the website containing all visitors data

Enter keywords here   Filter   Advanced

Allows special views of the data
Memory: Numen only ☐
Book: Group aspect requirement ☐ Count the books that unlocks memory:

Visitors: Show languages spoken by only 1 visitor ☐   Show visitors that don't teach player a new language ☐
Find visitor by language they teach
Sabazine

Searching for the language "Sabazine" under the Advanced tab

peopleName	language
Dr Ibn al-Adim	Sabazine
Lt Arthur Thomas Moore (Ret.)	Sabazine

Result of the query returning all visitors who speak "Sabazine"

Queries: Aggregation with Group By

Queries was implemented in bookModel.js line 27-29 in the models folder

The API call was implemented in handleAdvancedBookSubmit method on inputForm.jsx file

Retrieve the number of books grouped by its aspect requirement in the "Book" table where the book can unlock Memory: Foresight

The presence of multiple books that provide the same memory in the game highlights an interesting aspect for players. Specifically, players can observe that the majority of books unlocking Memory:Foresight are found within forge aspect (AS002). This information can serve as a valuable clue and guide players in their search to unlock a specific memory.

SELECT b1.aspectID, COUNT(*) as bookCount
FROM Book b1
WHERE b1.memoryID = 'ME007' //ME007 is Memory:Foresight
GROUP BY b1.aspectID;

Result of the query after ticking the "Group aspect requirement" and filling "Count the books that unlocks memory:"

Queries: Aggregation with Having

Queries was implemented in peopleModel.js line 27-29 in the models folder

The API call was implemented in line 150-164 on inputForm.jsx in the frontend

```
149        } else in (rlags[2]) {
150            console.log("girt");
151            try {
152                const allData = await Promise.all(one.map(tableName =>
153                    fetch(`http://localhost:3000/people/visitors/?uniqueLanguageVisitor=true`, {
154                        credentials: "include",
155
156                        method: "GET",
157
158                        headers: {
159                            'Accept': 'application/json',
160                            'Content-Type': 'application/json',
161                        },
162                    }).then(response => response.json())));
163                onItemsChange(allData);
164            }catch (e) {
165                console.log(e);
166            }
167
```

identify languages that have been spoken by only one visitor.
Some books in the game Book of Hours require the player to acquire a certain language. The
only way to acquire that is through the visitor, and the player needs to lookup who can teach
the player that language
SELECT v.languageID
FROM Visitor v, People p
WHERE v.visitorID = p.peopleID AND v.languageID IS NOT NULL
GROUP BY v.languageID
HAVING COUNT(*) = 1;

After selecting the checkmark "Visitors: Show languages spoken by only 1 visitor", 1 result is returned

Query: Division

Queries was implemented in peopleModel.js line 37-47 in the models folder
The API call was implemented in line 133-143 on inputForm.jsx in the frontend

```
133        const allData = await Promise.all(one.map(tableName =>
134            fetch(`http://localhost:3000/people/visitors/?nonLanguageTeaching=true`, {
135                credentials: "include",
136
137                method: "GET",
138
139                headers: {
140                    'Accept': 'application/json',
141                    'Content-Type': 'application/json',
142                },
143            }).then(response => response.json())));
144        onItemsChange(allData);
145    }catch (e) {
146        console.log(e);
147    }
148
```

This query shows the player all visitors that doesn't teach the player a new language skill. In this game, there are two types of visitors: visitors who teaches player a new language and visitors who doesn't/speak the same language as our protagonist. Although this only returns 1

result, this will be useful when there are more updates to the game with new characters (visitors) who doesn't necessarily teach player a new language

```
SELECT *
FROM visitor v
WHERE NOT EXISTS (
    SELECT ID
    FROM Language l
    WHERE l.languageID != v.languageID
);
```

Book of Hour database

A video game developed by WeatherFactory

| Enter keywords here | Filter | Advanced |

Allows special views of the data
Memory: Numen only ☐
Visitors: Show languages spoken by only 1 visitor ☐
Visitors: Show non language teaching visitors only ☑
Book: Group aspect requirement ☐ Count the books that unlocks memory:

INSERT

| Enter INSERT | INSERT |

UPDATE

| Enter UPDATE | UPDATE |

DELETE

| Enter DELETE | DELETE |

peopleName
DI Douglas Moore

After selecting the checkmark "Visitors: Show languages spoken by only 1 visitor"

languageID	notCraftable
SK007	1
SK012	1
SK017	1
SK025	1
SK027	1
SK039	1
SK041	1
SK044	1
SK058	1
SK069	1

Aspect

aspectID	aspectName	itemID
AS001	Edge	NULL
AS002	Forge	NULL
AS003	Grail	NULL
AS004	Heart	NULL
AS005	Knock	NULL
AS006	Lantern	NULL
AS007	Moon	NULL
AS008	Moth	NULL
AS009	Nectar	NULL
AS010	Rose	NULL
AS011	Scale	NULL
AS012	Sky	NULL
AS013	Winter	NULL

Assistant

assistantID	assistantSpecialty	assistantCost	assistantLocation	itemID	elementOf
PE001	Can use metals	12	Smithy	NULL	NULL
PE002	Can use fabric and fibre	12	Kille House	NULL	NULL
PE003	Can use wood	12	Kille House	NULL	NULL
PE004	Can use candles	12	Rectory	NULL	NULL
PE005	NULL	12	Sweet Bones, Spring	NULL	NULL
PE006	NULL	12	Sweet Bones, Summer	NULL	NULL
PE007	NULL	12	Sweet Bones, Autumn	NULL	NULL
PE008	NULL	12	Sweet Bones, Winter	NULL	NULL
PE009	NULL	24	Sweet Bones	NULL	NULL
PE010	NULL	24	Sweet Bones	NULL	NULL
PE011	Can use pigments	24	Sweet Bones	NULL	NULL
PE012	Can use fuel	24	Sweet Bones	NULL	NULL
PE013	Can use flower	24	Sweet Bones	NULL	NULL
PE014	Can use omen	24	Sweet Bones	NULL	NULL

Book (1)

bookID	bookName
BK001	The War of the Roads, 1451-1551
BK002	De Horis Book 2
BK003	De Horis Book 3
BK004	The Sun's Lament
BK005	The Victory Of Crowns
BK006	De Bellis Murorum
BK007	Exorcism for Girls
BK008	The High Traditions of the Noble Endeavour
BK009	The Iron Book
BK010	The Open Head
BK011	The Leonine Tantra
BK012	As The Sun His Course
BK013	The Ascendant
BK014	Seven Shards
BK015	The Sky in the Scar
BK016	A Child's Treasure of Golden Afternoons
BK017	The Book of Thrones
BK018	The Deeds of Scarred Captain
BK019	Book of True Blood
BK020	How the End will Begin
BK021	The Sevenfold Slaying of the Seven-Coiled
BK022	The Wound-Wounds
BK023	Vinzant's Minglings
BK024	The Kindled Flame
BK025	Sunset's Passage
BK026	The Book of Cinders
BK027	Journal of Walter Dewulf
BK028	The Vinzant Inscriptions
BK029	On Matthias an the Amethyst Imago: Transformation
BK030	The Amalgam of the Red Rose
BK031	The Incandescent Tantra
BK032	A Shape In Smoke
BK033	Old Coppernose And The Softer Metal
BK034	Ambrosial
BK035	The Temptations of Architecture
BK036	Skin of Silver
BK037	The Admonitory Automata Project
BK038	Glimmerings
BK039	Amiranis Beteli
BK040	The Carmine Petal: Revised
BK041	The Book of Dissolution
BK042	A Descent of the Shell
BK043	The Manner in which the Alchemist was Spared
BK044	The Burning Woman
BK045	My Deeds, My Powers, My Achievements And the Injustices Perpetrated Against Me
BK046	The Messenger Awaiting Her Destination

Book (3)

BK094   The Raptures of Forculus
BK095   Advice of Containment
BK096   The Elations on Limentinus
BK097   The Locksmith's Dream: Trespasses
BK098   By Their Marks Shall Ye Know Them
BK099   The Gospel of Zacchaeus
BK100   Cardea's Delights
BK105   Towards A Fundamental Aesthetic
BK129   The Sun's Design
BK165   The Three And The Three (St Chiavi Manuscript)
BK177   Kopralith Omphalos
BK196   Serpent-Root
BK198   The Writing On The Wall
BK206   The Turquoise Hand
BK252   Shuritic Book of Suns
BK278   Towards A Fundamental Aesthetic: Second Edition

language	aspectID	memoryID	elementOfTheSoulID	numenID
NULL	AS001	ME007	NULL	NULL
LATIN	AS001	ME007	NULL	NULL
LATIN	AS001	ME006	NULL	NULL
NULL	AS001	ME018	NULL	NULL
NULL	AS001	ME006	NULL	NULL
NULL	AS001	ME006	NULL	NULL
NULL	AS001	ME018	NULL	NULL
Latin	AS001	ME007	NULL	NULL
Fucine	AS001	ME007	NULL	NULL
Hyksos/Film	AS001	ME013	NULL	NULL
NULL	AS001	ME007	NULL	NULL
NULL	AS001	ME006	NULL	NULL
Hyksos	AS001	ME006	NULL	NULL
NULL	AS001	ME020	NULL	NULL
NULL	AS001	ME051	NULL	ME051
Hyksos	AS001	ME049	NULL	ME049
NULL	AS001	ME006	NULL	NULL
NULL	AS001	ME018	NULL	NULL
NULL	AS001	ME018	NULL	NULL
NULL	AS001	ME018	NULL	NULL
Fucine	AS001	ME018	NULL	NULL
Killasimi	AS001	ME019	NULL	NULL
NULL	AS002	ME007	NULL	NULL
NULL	AS002	ME007	NULL	NULL
Latin	AS002	ME013	NULL	NULL
NULL	AS002	ME007	NULL	NULL
NULL	AS002	ME007	NULL	NULL
NULL	AS002	ME007	NULL	NULL
Aramaic	AS002	ME016	NULL	NULL
NULL	AS002	ME007	NULL	NULL
NULL	AS002	ME007	NULL	NULL
NULL	AS002	ME013	NULL	NULL
NULL	AS002	ME007	NULL	NULL
NULL	AS002	ME016	NULL	NULL
NULL	AS002	ME021	NULL	NULL
Deep Mandaic	AS002	ME018	NULL	NULL
Film	AS002	ME007	NULL	NULL
NULL	AS002	ME027	NULL	NULL
Fucine	AS002	ME050	NULL	ME050
Fucine	AS002	ME007	NULL	NULL
Deep Mandaic	AS002	ME007	NULL	NULL
NULL	AS002	ME007	NULL	NULL
Vak	AS002	ME007	NULL	NULL
NULL	AS002	ME007	NULL	NULL
Deep Mandaic	AS002	ME007	NULL	NULL
Vak	AS002	ME012	NULL	NULL

Book (5)

NULL	AS002	ME007	NULL	NULL
NULL	AS003	ME023	NULL	NULL
Latin	AS003	ME015	NULL	NULL
NULL	AS003	ME023	NULL	NULL
Kernewek Henavek	AS003	ME015	NULL	NULL
Sanskrit	AS003	ME022	NULL	NULL
NULL	AS003	ME008	NULL	NULL
NULL	AS003	ME013	NULL	NULL
Aramaic	AS003	ME017	NULL	NULL
Latin	AS003	ME008	NULL	NULL
NULL	AS003	ME023	NULL	NULL
NULL	AS003	ME022	NULL	NULL
NULL	AS003	ME008	NULL	NULL
NULL	AS003	ME008	NULL	NULL
NULL	AS003	ME016	NULL	NULL
Killasimi	AS003	ME008	NULL	NULL
NULL	AS003	ME008	NULL	NULL
Greek	AS003	ME008	NULL	NULL
Fucine	AS003	ME008	NULL	NULL
Cracktrack	AS003	ME045	NULL	ME045
NULL	AS003	ME018	NULL	NULL
NULL	AS003	ME008	NULL	NULL
Fucine	AS003	ME016	NULL	NULL
Phrygian	AS003	ME017	NULL	NULL
NULL	AS003	ME018	NULL	NULL
NULL	AS004	ME010	NULL	NULL
NULL	AS004	ME009	NULL	NULL
NULL	AS004	ME022	NULL	NULL
Greek	AS004	ME016	NULL	NULL
NULL	AS004	ME016	NULL	NULL
Phonograph	AS004	ME014	NULL	NULL
NULL	AS004	ME028	NULL	NULL
NULL	AS004	ME016	NULL	NULL
Killasimi	AS004	ME008	NULL	NULL
Sanskrit	AS004	ME010	NULL	NULL
Fucine	AS004	ME009	NULL	NULL
NULL	AS004	ME009	NULL	NULL
NULL	AS004	ME024	NULL	NULL
Fucine	AS004	ME010	NULL	NULL
NULL	AS004	ME023	NULL	NULL
Deep Mandaic	AS004	ME008	NULL	NULL
Deep Mandaic	AS004	ME012	NULL	NULL
Ericapaean	AS004	ME020	NULL	NULL
Deep Mandaic	AS004	ME027	NULL	NULL
NULL	AS005	ME016	NULL	NULL
NULL	AS005	ME012	NULL	NULL
NULL	AS005	ME018	NULL	NULL

Book (6)

Latin	AS005	ME012	NULL	NULL
NULL	AS005	ME012	NULL	NULL
Latin	AS005	ME012	NULL	NULL
NULL	AS005	ME016	NULL	NULL
NULL	AS005	ME012	NULL	NULL
Greek	AS005	ME014	NULL	NULL
Latin	AS005	ME012	NULL	NULL
Ericapaean	AS005	ME044	NULL	ME044
Cracktrack	AS006	ME053	NULL	ME053
NULL	AS007	ME055	NULL	ME055
Killasimi	AS008	ME052	NULL	ME052
Cracktrack	AS009	ME043	NULL	ME043
Vak	AS009	ME054	NULL	ME054
Ramsund	AS010	ME047	NULL	ME047
Deep Mandaic	AS012	ME048	NULL	ME048
Ericapaean	AS013	ME046	NULL	ME046

Visitor

visitorID	visitorIsNumaOnly	languageID
PE015	0	SK017
PE016	0	SK041
PE017	0	SK041
PE018	0	SK025
PE019	0	SK007
PE020	0	SK044
PE021	0	SK069
PE022	0	SK025
PE023	0	SK012
PE024	0	Sk039
PE025	0	NULL
PE026	0	SK007
PE027	0	SK039
PE028	0	SK007
PE029	0	SK069
PE030	0	SK039
PE031	0	SK017
PE032	0	SK044
PE033	0	SK027
PE034	0	SK069
PE035	1	SK012
PE036	1	SK007
PE037	1	SK027
PE038	1	SK058

memoryID	memoryName
ME001	Memory: Taste
ME002	Memory: Sound
ME003	Memory: Sight
ME004	Memory: Scent
ME005	Memory: Touch
ME006	Memory: Contradiction
ME007	Memory: Foresight
ME008	Memory: Satisfaction
ME009	Memory: Solace
ME010	Memory: Storm
ME011	Memory: Salt
ME012	Memory: Pattern
ME013	Memory: Revelation
ME014	Memory: A Stolen Secret
ME015	Memory: Intuition
ME016	Memory: Impulse
ME017	Memory: Gossip
ME018	Memory: Fear
ME019	Memory: Regret
ME020	Memory: Hindsight
ME021	Secret Threshold
ME022	Confounding Parable
ME023	Beguiling Melody
ME024	Cheerful Ditty
ME025	Savage Hymm
ME026	Wistful Air
ME027	Bittersweet Uncertainty
ME028	Earth-Sign
ME029	Occult Scraps
ME030	Old Wound
ME031	Winning Move
ME032	Curious Hunch
ME033	Enduring Reflection
ME034	Old Moment
ME035	Hive's Lament
ME036	Wind-Rumour
ME037	Ascendant Harmony
ME038	Didumos
ME039	Horizon-Sight
ME040	Forbidden Epic
ME041	Invincible Audacity
ME042	Earthquake Name
ME043	Numen: Loopholes
ME044	Numen: Inescapable Confinement
ME045	Numen: The Sun's Weakness
ME046	Numen: A Final Understanding

Memory (2)

ME047	Numen: That Old Lost Music
ME048	Numen: The Great Counterfeit
ME049	Numen: Merciless Alterations
ME050	Numen: The Bells of Ys
ME051	Numen: Back Into Balance
ME052	Numen: Weaving The World
ME053	Numen: The Paths of the Sun
ME054	Numen: An Irresistible Feast
ME055	Numen: Three Rules
ME056	Clouds
ME057	Sunny
ME058	Rain
ME059	Gale
ME060	Fog
ME061	Hail
ME062	Storm
ME063	Snow
ME064	Nume-Brume

Memory (3)

memorySources	memoryIsSound
Considering sustenance and beverages	0
Considering the Hush House Key	0
Considering Busts, burning things	0
Considering flowers	0
Considering comforts	0
Edge books	0
Edge or Forge books	0
Grail books	0
Heart or Sky books, or Dog / Cat pets	0
Heart books	0
Moon books	0
Knock books	0
Lantern books	0
Knock or Moon books	0
Rose or Moon books	0
Moth books	0
Various books, or Cockatoo pet	0
Scale or Edge books	0
Winter books	0
Winter books	0
Knock books, or Knock 5 crafts	0
Rose, Sky or Moon 5 crafts and books	0
Grail books or Grail 5 craft	1
Sky books, or Heart 5 crafts	1
Singlefoot Songs, Unhatched Hymms (books) or Scale/Nectar 5 crafts	1
Sky 5 crafts	1
Various books, or Winter 5 crafts	1
Rapt in the King, De Ratio Quercum (books), or Viper pets	0
Considering Yellowing Newspaper	0
Edicts Martial Moon 5 craft	0
Edge 10 crafts	0
Knock 10 crafts	0
Rose 10 crafts	0
Scale crafting, or Living Relic pet	0
Gather at Beehive during Numa	1
Sky craft, or Seagull pet	0
Sky 10 crafts	1
Sky 15 crafts	0
Stymphling pet, or craft Rose 15	0
Edge 15 crafts	0
Edge 15 crafts	0
Scale 15 crafts	0
Serpent-Root	0
Towards A Fundamental Aesthetic	0
The Sun Disfigured	0
Towards A Fundamental Aesthetic: Second Edition	0

Memory (4)

The Turquoise Hand	0
Shuritic Book of Suns	0
A Child's Treasure of Golden Afternoons	0
Amiranis Beteli	0
The Sky in the Scar	0
Kopralith Omphalos	0
The Sun's Design	0
The Writing On The Wall	0
The Three And The Three (St Chiavi Manuscript)	0
Random draw on new day, most likely in Spring and Summer	0
Random draw on new day, most likely in Spring and Summer	0
Random draw on new day, most likely in Fall	0
Random draw on new day, most likely in Fall and Winter	0
Random draw on new day, most likely in Fall	0
Random draw on new day, most likely in Winter	0
Random draw on new day, most likely in Winter	0
Random draw on new day, only in Winter	0
Guaranteed in Numa	0

Memory (5)

memoryIsOmen	memoryIsPersistent	memoryIsWeather
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
1	1	0
0	1	0
0	1	0
0	0	0
1	0	0
0	0	0
0	0	0
0	0	0
1	0	0
0	0	0
0	1	0
0	1	0
0	1	0
0	1	0
1	1	0
0	0	0
0	0	0
0	0	0
0	0	0

memoryIsOmen	memoryIsPersistent	memoryIsWeather

Numen

numenID	memoryID	bookID
ME043	NULL	BK196
ME044	NULL	BK105
ME045	NULL	BK066
ME046	NULL	BK278
ME047	NULL	BK206
ME048	NULL	BK252
ME049	NULL	BK016
ME050	NULL	BK039
ME051	NULL	BK015
ME052	NULL	BK177
ME053	NULL	BK129
ME054	NULL	BK198
ME055	NULL	BK165

People

peopleID	peopleName
PE024	'Daymare'
PE035	Aunt Mopsy
PE006	Barber
PE012	Consulting Engineer
PE001	Denzil the Blacksmith
PE025	DI Douglas Moore
PE018	Dr Arun Peel
PE016	Dr Ibn al-Adim
PE031	Dr Serena Blackwood
PE033	Dr Yvette Southey
PE008	Fisherman
PE032	Fr. Stanislav John Schaller
PE010	Fugitive
PE037	Julian Coseley
PE020	Lalla Chaima
PE036	Lord Franklin Bancroft
PE017	Lt Arthur Thomas Moore (Ret.)
PE028	Magister Hokobald
PE021	MCO Constance Lee
PE005	Miner
PE029	Mlle Margot Matutine
PE030	Mme Olympe Bechet
PE026	Mr Ehsan Fekri
PE027	Mr Fraser Strathcoyne
PE003	Mr Kille
PE015	Mr Peter Agdistis
PE034	Mr Zachary Wakefield
PE002	Mrs Kille
PE019	Ms Azita Bukhara
PE007	Orchard-Keeper
PE013	Poet
PE022	Princess Conquille Amirejibi
PE038	Professor Rowena Hengerst
PE004	Riverend Timothy
PE023	Sr. Corso Reverte
PE011	Surrealist Painter
PE009	Travelling Musician
PE014	Unusual Nun

Skill

skillID	skillName	specialAttribute	aspectID
SK007	Deep Mandaic	Language	AS002
SK012	Hyksos	Language	AS003
SK017	Fucine	Language	AS004
SK025	Vak	Language	AS005
SK027	Ericapaean	Language	AS006
SK039	Ramsund	Language	AS008
SK041	Sabazine	Language	AS008
SK044	Cracktrack	Language	AS009
SK058	Kernewek Henavek	Language	AS011
SK069	Killasimi	Language	AS013

Item
itemID   itemName

ItemSkillBook
itemID skillID bookID

SkillEOTS
skillID elementOfTheSoulID

ElementOfTheSoul
elementOfTheSoulID elementOfTheSoulName assistantID

SkillMemory
skillID memoryID

SkillPeople
skillID peopleID

Workstation
workstationID workstationName room evolution slots skillID

WorkshopAspectRequirement
workshopAspectRequirementID, aspectID, workstationID