Term-project ER Model

<u>Background</u>
This project will be based on the role-playing game Dungeons & Dragons Fifth Edition (D&D 5e). In D&D, players can make a character based on a specific class and subclass. In addition to customizing the character, players can also pick a variety of weapons and armor, depending on their design and how they want to play. Some characters have access to a plethora of spells to use. This database will be used to keep data on characters' class, level, stats, etc, as well as their equipment and spells (if applicable).

<u>Application Requirements</u>
The database should be able to keep information about a specific character, such as their name, their class, and their stats. In addition, the database should also be able to keep track of what weapons they use and what armor they wear. If the character can use spells, the database should also keep track of any spells that the character has at their disposal. The data base should also store information about the weapons, armor, and spells.

The database should be able to return a specific character along with information about that character, such as their name, stats, and class. Along with character information, it should return a list of weapons that they wield, what armor they wear, and what spells they can cast if any.
The database should also be able to return a list of characters that use a specific piece of equipment, or a cast specific spell. The database should also return information about a specific weapon, armor, or spell. The application should have a search bar that allows users to find specific characters/weapons/armor/spells depending on the query.

The application will be web-based application access through any web browser.

<u>Due Diligence</u>
Dungeons & Dragons is Trademarked by Wizards of the Coast. Although it is copyrighted, some of the information for character creation is in the public domain. That being said, it is important to acknowledge that all of the information provided in the database is owned by WotC and is only used for educational purposes. Despite that, it may be safer to make the project private.

Assumptions

- All, weapon names, armor names, and spell names are unique