

FK stands for “Foreign Key” and REF is shorthand for “References”

BCNF

Occupations(OccupationName, Role, LogName, questID) FK Role REF Roles, FK LogName REF OccupationLogs, FK questID REF Quests

- OccupationName → Role, LogName, questID

Roles(Role, BaseDiscipline)

- Role → BaseDiscipline

Jobs(jobID, JobName, classID, SoulStone) FK JobName REF Occupations, FK classID REF Classes

- jobID → JobName, classID, Soul Stone

Classes(classID, ClassName, StartingCity) FK ClassName REF Occupations

- classID → ClassName, StartingCity

OccupationLogs(logID, LogName)

- logID → LogName

Actions(ActionName, Type, Cast, Recast, Level, questID) FK questID REF Quests

- ActionName → Type, Cast, Recast, Level, questID

Players(playerID, FirstName, LastName, Race, Clan, CityState, Guardian, GrandCompany, worldID) FK worldID REF Worlds

- PlayerID → FirstName, LastName, Race, Clan, CityState, Guardian, GrandCompany, worldID

Adventures(adventureID, AdventureName, LevelRequirement)

- adventureID → AdventureName, LevelRequirement

Quests(questID, adventureID, Type, Level, QuestGiver) FK adventureID REF Adventures

- questID → adventureID, Type, Level, ActionName

Duties(dutyID, adventureID, DutyType, NumberOfPlayers, SynchedLevel, SynchedItemLevel, MinimumItemLevel, questID) FK adventureID REF Adventures, FK questID REF Quests

- dutyID → adventureID, DutyType, NumberOfPlayers, SynchedLevel, SynchedItemLevel, MinimumItemLevel, questID

OrchestrionRolls(rollID, Name, OSTRelease, Patch, Theme, Acquisition)

- rollID → Name, OSTRelease, Patch, Theme, Acquisition

Companions(CompanionName, Acquisition)

- CompanionName → Acquisition

Mounts(mountID, CompanionName, Seats) FK CompanionName REF Companions

- mountID → CompanionName, Seats

MVEffects(mountID, Special Effects) FK mountID REF Mounts

Minions(minionID, CompanionName, AcquisitionType, Requirements) FK CompanionName REF Companions

- minionID → CompanionName, Requirements

Worlds(worldID, worldName, DataCenter) FK DataCenter REF DataCenters

- worldID → worldName, DataCenter

DataCenters(DataCenter, Region)

- DataCenter → Region

perform(OccupationName, ActionName) FK OccupationName REF Occupations, FK ActionName References Actions

have(playerID, OccupationName) FK PlayerID REF Player, FK OccupationName REF Occupations

rewardedBy(rollID, adventureID) FK rollID REF Orchestrion, FK adventureID REF Adventures

earnedThrough(CompanionName, adventureID) FK CompanionName REF Companions, FK
adventureID REF Adventures