

Diagramy relacji

LOCATIONS		
P	location_id	NUMBER (4)
	name	VARCHAR2 (32 CHAR)
	pos_x	NUMBER (6,2)
	pos_y	NUMBER (6,2)
	pos_z	NUMBER (6,2)
LOCATIONS_PK (location_id)		

{location_id} -> {name,pos_x,pos_y,pos_z} 3NF

NPC		
P	npc_id	NUMBER (4)
	name	VARCHAR2 (32 CHAR)
	attitude	VARCHAR2 (8 CHAR)
	exp_value	NUMBER (5,2)
	str	NUMBER (4)
	int	NUMBER (4)
	agi	NUMBER (4)
	vit	NUMBER (4)
F	location_id	NUMBER (4)
F	race	VARCHAR2 (24 CHAR)
NPC_PK (npc_id)		
NPC_LOCATIONS_FK (location_id)		
NPC_RACES_FK (race)		

{npc_id} -> {name,attitude,exp_value,str,int,agi,vit,location_id,race} 3NF

RACES		
P	name	VARCHAR2 (24 CHAR)
	mod_str	NUMBER (2)
	mod_int	NUMBER (2)
	mod_agi	NUMBER (2)
	mod_vit	NUMBER (2)
	is_playable	CHAR (1)
RACES_PK (name)		

{name} -> {mod_str, mod_int, mod_agi, mod_vit, is_playable} 3NF

SKILLS		
P	name	VARCHAR2 (24 CHAR)
	element_type	VARCHAR2 (16 CHAR)
	cooldown	NUMBER (4,2)
	level_req	NUMBER (3)
	mana_cost	NUMBER (5,2)
	stamina_cost	NUMBER (5,2)
F	calss	VARCHAR2 (24 CHAR)
SKILLS_PK (name)		
SKILLS_CLASSES_FK (calss)		

{name} -> {element_type, cooldown, level_req, mana_cost, stamina_cost, class}

{level_req, class} -> {name, element_type, cooldown, mana_cost, stamina_cost} 1NF

CLASSES		
P	name	VARCHAR2 (24 CHAR)
	mod_str	NUMBER (4)
	mod_int	NUMBER (4)
	mod_agi	NUMBER (4)
	mod_vit	NUMBER (4)
CLASSES_PK (name)		

{name} -> { mod_str, mod_int, mod_agi, mod_vit} 3NF

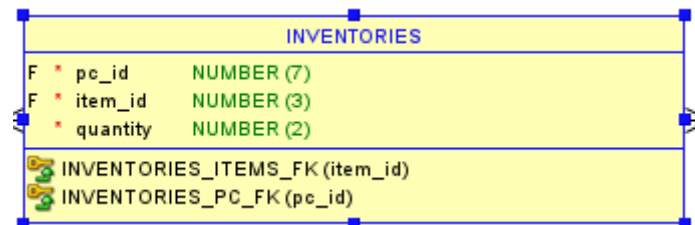
HOUSES		
P	house_id	NUMBER (4)
	name	VARCHAR2 (32 CHAR)
	building_type	VARCHAR2 (16 CHAR)
	owner_type	VARCHAR2 (16 CHAR)
	value	NUMBER (10,2)
F	location_id	NUMBER (4)
HOUSES_PK (house_id)		
HOUSES_LOCATIONS_FK (location_id)		

{house_id} -> {name, building_type, owner_type, value, location_id} 3NF

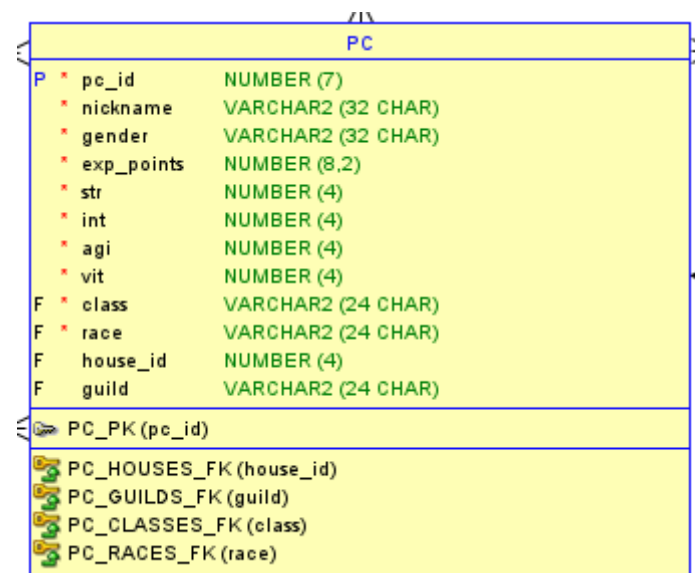
ITEMS		
P	item_id	NUMBER (3)
	name	VARCHAR2 (48 CHAR)
	weight	NUMBER (5,2)
	type	VARCHAR2 (16 CHAR)
	level_req	NUMBER (3)
	atk	NUMBER (3)
	def	NUMBER (3)
	value	NUMBER (5,2)
ITEMS_PK (item_id)		

{item_id} -> {name, weight, type, level_req, atk, def, value} 3NF

Gdyby nazwy przedmiotów musiałyby być unikalne, to wtedy jeszcze nazwa mogłaby być kluczem, ale zakładam, że na przykład „wiadro” może być narzędziem jak i pancerzem (jako hełm :).



{pc_id, item_id} -> {quantity} 3NF



{pc_id} -> {nickname, gender, exp_points, str, int, agi, vit, class, race, house_id, guild}



{nickname} -> {pc_id, gender, exp_points, str, int, agi, vit, class, race, house_id, guild}

pc_id jak i nickname jednoznacznie określają konkretną postać gracza, więc na przykład nickname powinien być jako osobna tabela wraz z pc_id.

Gdyby house_id byłoby mandatory, to biorąc pod uwagę możliwość posiadania tylko jednego domu, to również mogłoby być tutaj kluczem kandydującym.

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GUILDS		
P	guild_name	VARCHAR2 (24 CHAR)
	creation_date	DATE
	rank	NUMBER (4)
F	house_id	NUMBER (4)
 GUILDS_PK (guild_name)		
 GUILDS_HOUSES_FK (house_id)		

{guild_name} -> {creation_date, rank, house_id}

{rank} -> {guild_name, creation_date, house_id}

{house_id} -> {guild_name, creation_date, rank}

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