4. Only 2 members can form a group together and work should be equally divided.

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Scenario: Hunter x Hunter - Greed Island Tournament

In the Hunter x Hunter universe, the Greed Island game is a unique and dangerous virtual world where players, known as hunters, compete to collect rare cards and complete challenging quests. The game is set on an island with various locations, each offering different challenges and rewards. Hunters participate in a series of quests and battles, aiming to collect all the designated cards to win the game. The game is known for its complexity and the need for strategic thinking, teamwork, and Nen abilities.

Database Requirements

HUNTER

Hunter ID (Pattern: HunterLicenseNumber-Year, e.g., GI-2024-007)

Name

Nen Type (e.g., Enhancer, Conjurer, Emitter)

Number of Quests Completed

Number of Battles Won

CARD

Card ID

Name

Type (e.g., Spell, Weapon, Healing)

Rarity (e.g., Common, Rare, Ultra Rare)

LOCATION

Location ID

Name

Region (e.g., Forest, Mountain, Beach)

Difficulty Level (e.g., Easy, Medium, Hard)

QUEST

Quest ID

Name

Location ID

Reward (e.g., Cards, Experience Points)

Difficulty Level

BATTLE

Battle ID

Date

Time

Location ID

Hunter1_ID

Hunter2_ID

Battle Type (e.g., Duel, Team Battle)

PERFORMANCE

Performance ID

Battle ID

Hunter ID

Damage Dealt

Damage Taken

Special Moves Used

VICTOR

Battle ID

Winning Hunter ID

COLLECTION

Hunter ID

Card ID

Quantity

Scenario Details

Hunters: Players who enter Greed Island to complete quests and battles. Each hunter has a unique Nen type that influences their strategy and abilities.

Cards: The primary objective of the game is to collect cards. Cards have different types and rarities, affecting their usefulness in quests and battles.

Locations: The island is divided into various regions, each with its own challenges and quests. Locations have different difficulty levels, requiring hunters to strategize based on their abilities and card collections.

Quests: Tasks that hunters must complete to earn rewards. Quests vary in difficulty and offer different types of rewards, including rare cards and experience points.

Battles: Hunters can engage in battles with each other to test their skills and win cards from opponents. Battles can be one-on-one duels or team-based.

Performance: Tracks the performance of hunters in battles, including damage dealt, damage taken, and special moves used.

Victor: Records the winner of each battle, contributing to the hunter's overall success in the game.

Collection: Keeps track of the cards collected by each hunter, including the quantity of each card.

Questions

Attached with this pdf are 2 csv files, each having a table for hunters and cards data respectively. You must load these tables and use them.

Create all required tables (other than the 2 already shared) in SQL and then insert at least 20 dummy data into each table. (Marks =65)

1. List all hunters with their Nen types. (Marks = 5)

2. Find the most common card type collected by hunters. (Marks = 10)
3. Show all locations with a difficulty level of 'Hard'. (Marks = 5)
4. Find the total number of cards collected by a specific hunter (e.g., Hunter ID 'GI-2024-007'). (Marks = 5)
5. List all hunters who have won more than 3 battles. (Marks = 10)
6. Find the hunter with the highest number of battles won in the 'Forest' region. (Marks = 15)
7. List all hunters who have completed more than 5 quests. (Marks = 5)
8. Show the average number of quests completed by hunters with the 'Enhancer' Nen type. (Marks = 10)
9. Find all quests that have a difficulty level higher than the average difficulty level of all quests. (Marks = 10)
10. List all hunters along with the total damage they have dealt in battles. (Marks = 10)
11. Find all cards that are of type 'Spell'. (Marks = 5)
12. List all hunters who have collected at least one 'Ultra Rare' card. (Marks = 10)
13. Find the top 3 hunters with the most damage dealt in battles. (Marks = 15)
14. Count the number of quests available in the 'Forest' region. (Marks = 5)
15. Show the total number of cards collected by each hunter. (Marks = 10)
16. List all battles that took place in the 'Mountain' region. (Marks = 5)
17. Find all battles that occurred on a specific date (e.g., '2024-09-28'). (Marks = 5)
18. List the top 3 hunters with the most 'Ultra Rare' cards collected. (Marks = 15)
19. Find the total number of battles that took place in each region. (Marks = 10)
20. Identify hunters who have won battles in every region. (Marks = 15)
21. Show the total damage dealt by each hunter in battles that took place in 'Hard' difficulty locations. (Marks = 15)
22. List all hunters who have participated in battles in the 'Beach' region. (Marks = 10)
23. Find the hunter with the highest aggregate damage dealt in battles across all regions. (Marks = 15)
24. List all hunters along with the total number of 'Rare' cards they have collected. (Marks = 15)