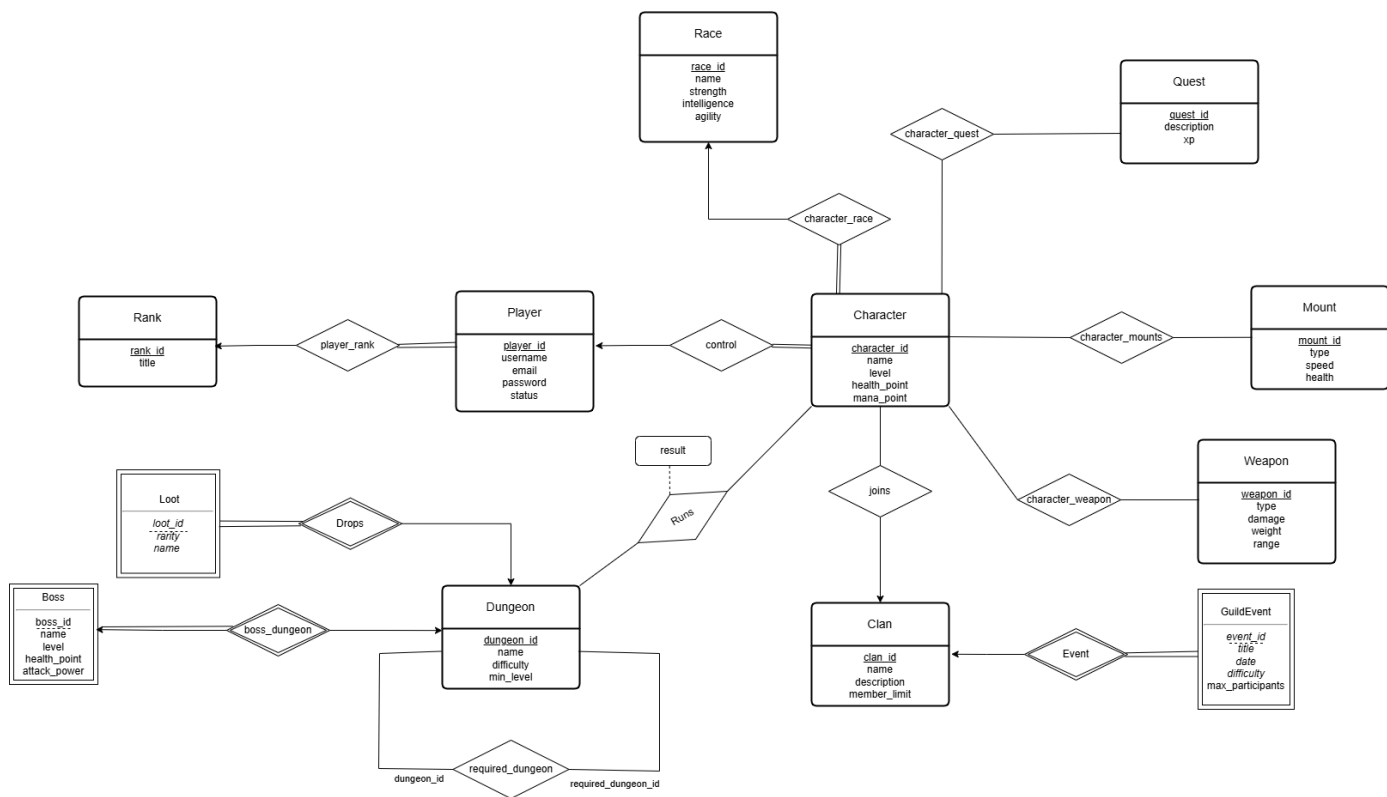# ER Diagram

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Reduction to Relation Schema

Entities

- **Player** (<u>player_id</u>, username, email, password,status)
- **Rank**(<u>rank_id</u>, title)
- **Character** (<u>character_id</u>, name, level,health_point,mana_point)
- **Race** (<u>race_id</u>, name, strength,intelligence,agility)
- **Mount** (<u>mount_id</u>, type, speed, health)
- **Weapon** (<u>weapon_id</u>, type, damage, weight, range)
- **Clan** (<u>clan_id</u>, name, description, member_limit)
- **GuildEvent** (<u>clan_id, event_id</u>, title, date, difficulty, max_participants)
- **Dungeon** (<u>dungeon_id</u>, name, difficulty, min_level)
- **Loot** (<u>dungeon_id, loot_id</u>, name, rarity)
- **Boss** (<u>dungeon_id, boss_id</u>, name, level, health_point, attack_power)
- **Quest** (<u>quest_id</u>, description, xp)

Relationships

- **control**(<u>character_id</u>, player_id)
- **player_rank**(<u>player_id</u>, rank_id)
- **character_race**(<u>character_id</u>, race_id)
- **character_mounts**(<u>character_id,mount_id</u>)
- **character_weapon**(<u>character_id, weapon_id</u>)
- **joins** (<u>character_id</u>, clan_id)
- **Event** (<u>event_id, title, date, difficulty</u>, clan_id)
- **Runs** (<u>character_id, dungeon_id</u>, result)
- **Drops** (<u>dungeon_id, loot_id, rarity, name</u>)
- **required_dungeon**(<u>dungeon_id, required_dungeon_id</u>)
- **boss_dungeon** (<u>boss_id, dungeon_id</u>)
- **character_quest** (<u>character_id, quest_id</u>)

Final Relation Schema

- **Player**(<u>player_id</u>, username, email, password, rank_id)
    - rank_id → Rank(rank_id),

- **Rank**(<u>rank_id</u>, title)

- **Character**(<u>character_id</u>, name, level, player_id, race_id, clan_id)
    - race_id → Race(race_id)
    - player_id→ Player(player_id)
    - clan_id → Clan(clan_id)

- **Race**(<u>race_id</u>, name, strength)

- **Mount**(<u>mount_id</u>, type, speed, health)

- **Weapon**(<u>weapon_id</u>, type, damage, weight)

- **Clan**(<u>clan_id</u>, name, description)

- **GuildEvent**(<u>clan_id ,event_id,</u> title, date, difficulty)
    - clan_id → Clan(clan_id)

- **Dungeon**(<u>dungeon_id</u>, name, difficulty, min_level)

- **Loot**(<u>dungeon_id, loot_id</u>, rarity, name)
    - dungeon_id→ Dungeon(dungeon_id)

- **character_mounts**(<u>character_id, mount_id</u>)
    - character_id → Character(character_id)
    - mount_id→ Mount(mount_id)

- **character_weapon**(<u>character_id, weapon_id</u>)
    - character_id → Character(character_id)
    - mount_id→Weapon(weapon_id),
- **character_quest** (<u>character_id,quest_id</u>)

- character_id → Character(character_id)
- quest_id→Quest(quest_id),

- **Runs**(<u>character_id, dungeon_id</u>, result)
    - character_id → Character(character_id)
    - dungeon_id→ Dungeon(dungeon_id)

- **required_dungeon**(<u>dungeon_id, required_dungeon_id</u>)
    - dungeon_id → Dungeon(dungeon_id)
    - required_dungeon_id→ Dungeon(dungeon_id)