Team 3
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CSE40746 - Advanced Database Projects

Preliminary Design

Version 1

Animal (animal_name PRIMARY KEY, weight, sprite_link, <other attributes>)

Group (group_name PRIMARY KEY, <other attributes>)

- Either scientific, like genius or kingdom, or generic, like fish or bears

Animal_Belonging (
    animal_name FOREIGN KEY REFERENCES animal(animal_name),
    group_name FOREIGN KEY REFERENCES group(group_name)
    CONSTRAINT animal_belonging_pk PRIMARY KEY(animal_name, group_name)
)

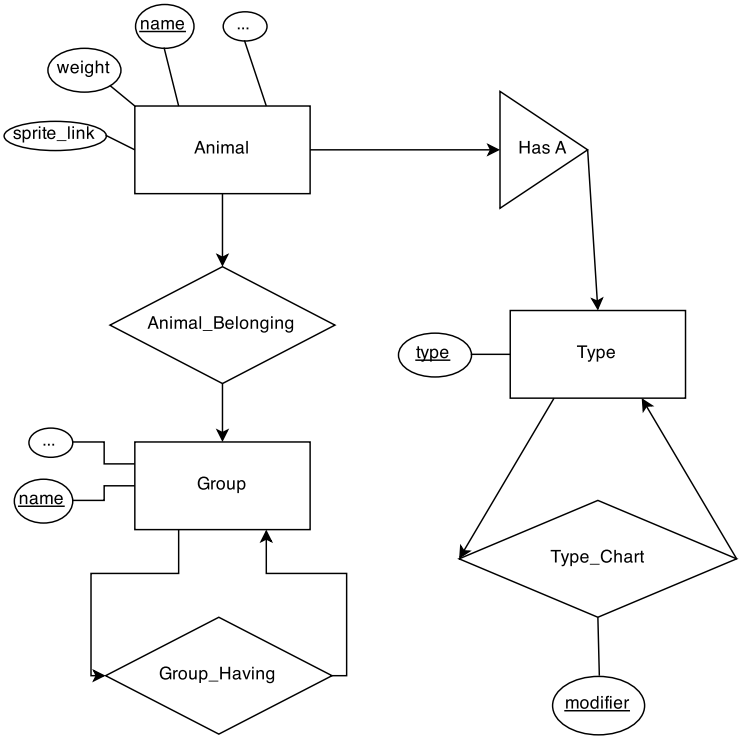
Group_Belonging (
    subgrp_name FOREIGN KEY REFERENCES group(group_name),
    larger_grp_name FOREIGN KEY REFERENCES group(group_name)
    CONSTRAINT group_belonging_pk PRIMARY KEY (subgroup_name,
    larger_grp_name)
)

Type (
    animal_name FOREIGN KEY REFERENCES animal(animal_name),
    type_name,
    CONSTRAINT type_pk (animal_name, type_name)
)

- Pokemon-like types, e.g. bug, flying, water, etc.

Type_Chart (
    type1 FOREIGN KEY REFERENCES type(type_name),
    type2 FOREIGN KEY REFERENCES type(type_name),
    modifier,
    CONSTRAINT type_chart_pk PRIMARY KEY (type1, type2, modifier)
)

- The pokemon-like type matchup chart that outlines battle modifiers based on the types of both pokemon.


name
...
weight
sprite_link
Animal
Has A
Animal_Belonging
type
Type
...
name
Group
Type_Chart
Group_Having
modifier