**DATASHEET**

**Skills (10)**

.Sneeze

.Regeneration

.Invisibility

.Flght

.Teleportation

.Time travel

.Super speed

.Telepathy

.Shape shifting

.Power absorbtion

**Minions (19+1)**

.Bob

.Stuart

.Mike

.Tim

.Tom

.Jerry

.Michael

.Julie

.Mary

.Sim

.John

.Jim

.Harry

.Robert

.Tyson

.Usain

.Bolt

.Blake

.Gatlin

.Messi

**Master (9+1)**

.Aaron

.James

.Brion

.Colin

.Dylan

.Eliot

.Eric

.Felix

.Gerad

.Harold

**Language (10)**

.English

.Chinese

.Spanish

.Hindi

.Arabic

.Bengali

.Portuguese

.Russian

.Japanese

.German

**Currency (5)**

.INR

.USD

.CAD

.CHF

.EUR

DDL

**Country (10)**

.USA

.Spain

.Italy

.China

.U.K

.India

.Germany

.Turkey

.Austria

.Greece

DML

**ENTITY RELATIONSHIP MODEL**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **STEP 1 - ENTITY IDENTIFICATION**  Note: Entity types fall into five classes: roles, events, locations, tangible things, or concepts | | | | | | | | | | |
| # | ENTITY\_NAME | | | DESCRIPTION | | | | | TYPE | |
| 1. | masters | | | Assigns mission | | | | | role | |
| 2. | mission | | | Spreads evilness | | | | | event | |
| 3. | payment | | | Is done for missions | | | | | concept | |
| 4. | currency | | | Is used for payments | | | | | concept | |
| 5. | minion | | | Undertakes mission | | | | | role | |
| 6. | evilness | | | Is spread by mission | | | | | concept | |
| 7. | Training course | | | Increases skills | | | | | event | |
| 8. | MTA | | | Trains minions | | | | | Tangible things | |
| 9. | skills | | | Help missions | | | | | concept | |
| **STEP 2 - RELATIONSHIP IDENTIFICATION** | | | | | | | | | | |
|  | | Master | Mission | | Payment | Currency | Minion | Evilness | | Training |
| Master | |  | Is assigned by | |  |  |  |  | |  |
| Mission | | assigns |  | |  |  | takes | Spread by | |  |
| Payment | |  | Is repayed by | |  | for |  |  | |  |
| Currency | |  |  | | Done in |  |  |  | |  |
| Minion | |  | Taken by | |  |  |  |  | |  |
| Evilness | |  | spreads | |  |  |  |  | |  |
| Training | |  |  | |  |  | Handles/trained by |  | |  |
| MTA | |  |  | |  |  |  |  | | Provided by |
| **STEP 3 - ROUGH ERD** | | | | | | | | | | |

**STEP 4 - MAPPING CARDINALITY**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | RELATIONSHIP | | ENTITY\_L  ENTITY\_R | | ENTITY\_ R  ENTITY\_L |
| 1. | Master assigns mission | | m | | 1 |
| 2. | Minion takes mission | | m | | 1 |
| 3. | Mission is repayed by payment | | 1 | | m |
| 4. | Payment is done in currency | | m | | 1 |
| 5. | Training course trains minion | | m | | m |
| 6. | MTA provides training courses | | m | | 1 |
| 7. | Minions handle course | | m | | 1 |
| 8. | Training increases skill | | 1 | | m |
| 9. | Mission spread evilness | | 1 | | m |
| **STEP 5 - DEFINE PRIMARY KEY AND OTHER ATTRIBUTE** | | | | | |
| # | ENTITY | KEY | | OTHER ATTRIBUTES | |
| 1. | Mission | missionid | | Cost estimate ,minion hours, duration,status,Location | |
| 2. | Master | Name | | Nationality , type | |
| 3. | Evilness | Level  factor | |  | |
| 4. | Minion | Name | | Age, languages spoken, evilness factor, seniority | |
| 5. | currency | name | | Conversion rate | |
| 6. | Training course | Course id | |  | |
| 7. | payment | Payment  id | | Date,amount | |

**STEP 6 - FULLY ATTRIBUTED ERD**

