Report ERD

Team 4

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Inlämninngsuppgift 1
(Grupparbete)

There are 6 tables or entities in this diagram. Name of the entities are Login, Player, Monster, Thing, Server, Room. Each entity holds certain attributes.

Player: This entity has playerName state, points, skills, freshness، levelPass. playerName should be the primary keys. Both entities should maintain the one-to-one relationship because one user can have one login account and one login account is related to one player. Before player get login he can not access his information. Each server has endlessly in rooms. In any case it should be always 1, as it is always exist in the room.

Login: This entity has attribute e.g rum_id , playerName, password.

Server: Every Player connected to the server and regularly receives data, locally creating a representation of the game state. Every player shares the same server. However, a server should control many players. Relation between server and player would be one-to-many. serverIP is the primary key of the server table. Server-id related to rum and IP Address is a changeable value and its unique value that's the reason that we create server-id which is a stable and unique unchangeable number and it related with rum IP.

Room: Room have roomLevel, no.of monsters, no.of things, roomId as its attributes.

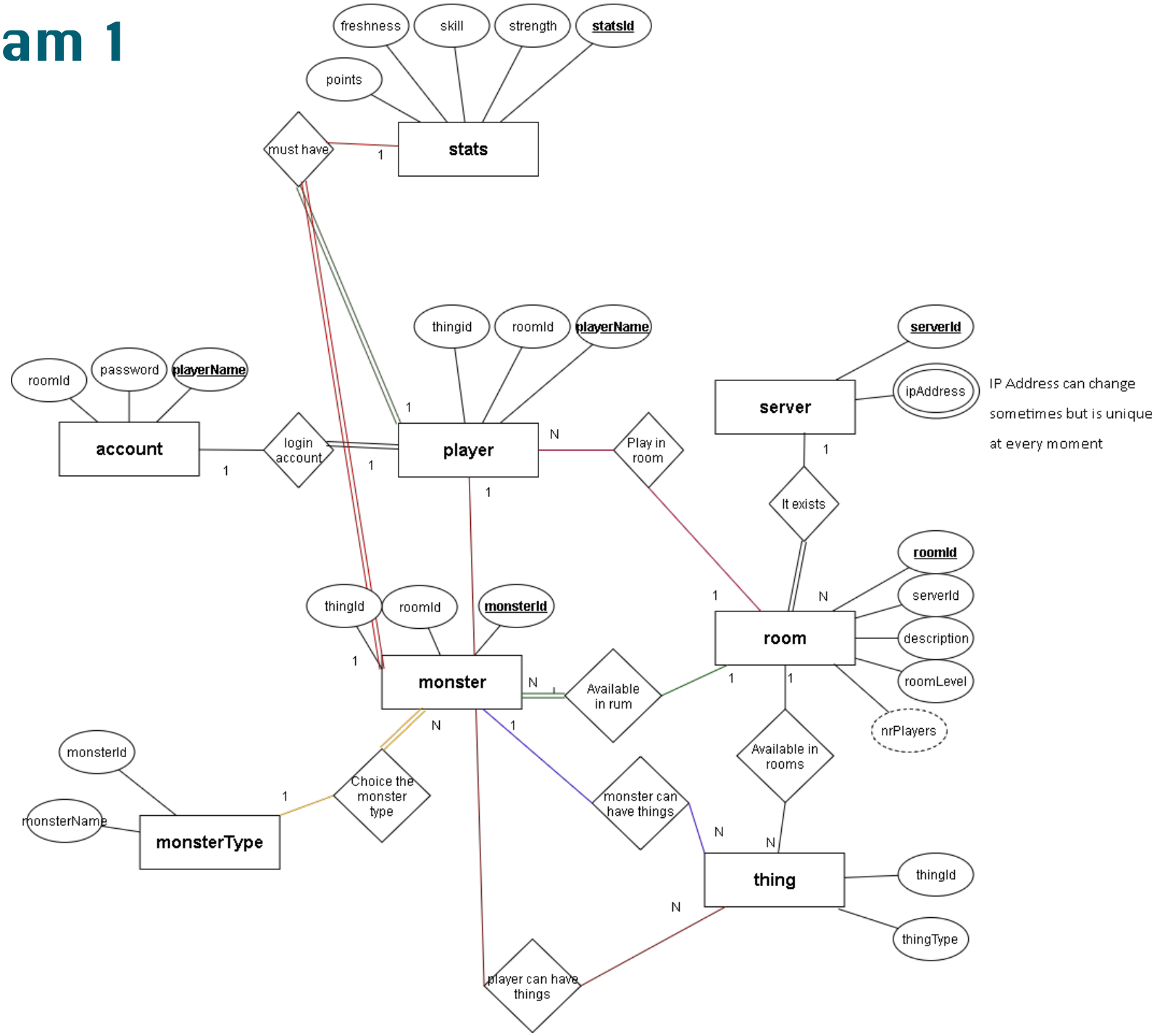
Monster: Monster have MonsterType, **state**, points, skills, tool, strength as its attributes.
Status for monsters and players:
The condition is either 1 or 0
1 will appear in the room
0 never appears

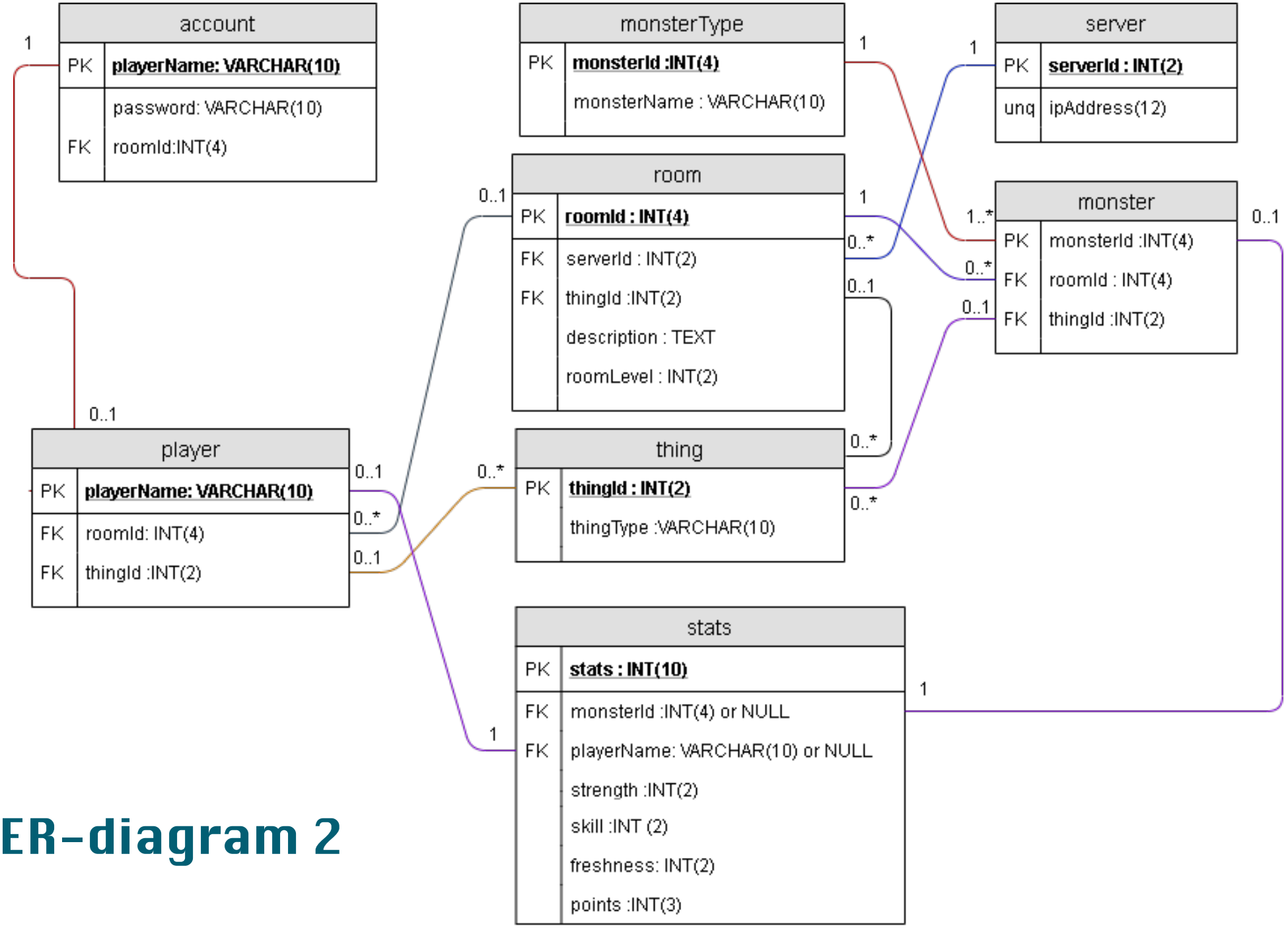
MonsterType: Every monster has a type and the type table has ID and monstername

Thing: Thing entity have thingtype, state, points, skills, tool, strength as its attributes. Relationship between **room** and **monster** is many-to-many because room can have more than one monsters in one room and monsters can be in more than one room. Same relation between room and **thing** table..

ThingType: Thing has ID and thingType

ER-diagram 1


freshness
skill
strength
statsId
points
must have
1
stats
thingid
roomId
playerName
roomId
password
playerName
account
login account
1
1
player
1
N
Play in room
serverId
server
ipAddress
IP Address can change sometimes but is unique at every moment
1
It exists
roomId
serverId
description
roomLevel
nrPlayers
1
N
room
1
1
Available in rum
Available in rooms
thingId
roomId
monsterId
1
monster
N
N
1
monsterId
monsterName
1
monsterType
Choice the monster type
monster can have things
N
N
thing
thingId
thingType
N
player can have things


account
PK playerName: VARCHAR(10)
password: VARCHAR(10)
FK roomId:INT(4)
monsterType
PK monsterId :INT(4)
monsterName : VARCHAR(10)
server
PK serverId : INT(2)
unq ipAddress(12)
room
PK roomId : INT(4)
FK serverId : INT(2)
FK thingId :INT(2)
description : TEXT
roomLevel : INT(2)
monster
PK monsterId :INT(4)
FK roomId : INT(4)
FK thingId :INT(2)
player
PK playerName: VARCHAR(10)
FK roomId: INT(4)
FK thingId :INT(2)
thing
PK thingId : INT(2)
thingType :VARCHAR(10)
stats
PK stats : INT(10)
FK monsterId :INT(4) or NULL
FK playerName: VARCHAR(10) or NULL
strength :INT(2)
skill :INT (2)
freshness: INT(2)
points :INT(3)
1
0..1
0..*
1..*

ER-diagram 2