

Table Name	Attribute Name	Contents	Type	Format	Range	Required	PK or FK	Reference
PLAYER	PLAYER_ID	Player Unique ID	INT(5)	99999	0-99999	Y	PK	
	PLAYER_USERNAME	Player Username	VARCHAR(30)	Xxxxxx		Y		
	PLAYER_PASSWORD	Player Password	CHAR(64)	Xxxxxx		Y		
	PLAYER_PHONE	Player Phone Number	CHAR(12)	123-456-7890		N		
	PLAYER_STATUS	Player status	VARCHAR(30)	Xxxxxxxx		Y		
	PLAYER_DATE	Player Creation Date and Time	DATETIME	dd-mm-yyyy Hh:mm:ss		Y		
STORY_CHARACTER	CHAR_ID	Character Unique ID	INT(5)	99999	0-99999	Y	PK	
	CHAR_FIRSTNAME	Character First Name	Varchar(100)	Xxxxxx		Y		
	CHAR_MIDDLE	Character Middle Initial	Varchar(1)	X		N		
	CHAR_LASTNAME	Character	Varchar(100)	Xxxxxx		Y		

	ME	Last Name)					
	CHAR_RACE	Character Race	Varchar(100)	Xxxxxx		Y		
	CHAR_CLASS	Character class (sniper, swordsman etc)	Varchar(100)	Xxxxxxx		Y		
	CHAR_LEVEL	Character Level	INT(3)	001	1-100	Y		
Will most likely expand on this in the future	CHAR_SKILLS	Character Skill Attributes	Varchar(100)	Xxxxxxx		Y		
	PLAYER_ID	Character Player ID	INT(5)	99999	0-99999	Y	FK	PLAYER
	CREW_ID	Character Crew ID	INT(5)	99999	0-99999	N	FK	CREW
PIRATE	CHAR_ID	Character Unique ID	INT(5)	99999	0-99999	Y	PK/FK	STORY_CHARACTER
	PIRATE_TITLE	Pirate Title	VARCHAR(255)	Xxxxxxx		Y		
MARINE	CHAR_ID	Character Unique ID	INT(5)	99999	0-99999	Y	PK/FK	STORY_CHARACTER
	MARINE_RANK	Marine Rank	VARCHAR(255)	Xxxxxxx		Y		
REVOLUTION	CHAR_ID	Character	INT(5)	99999	0-99999	Y	PK/FK	STORY_CH

ARY		Unique ID						ARACTER
	REVOLUTI ONARY_RA NK	Revolutiona ry Rank	VARCHAR(255)	Xxxxxxx		Y		
CREW	CREW_ID	Crew Unique ID	INT(5)	99999	0-99999	Y	PK	
	CREW_NA ME	Crew Name	VARCHAR(100)	Xxxxxxx		Y		
	CREW_LEV EL	Crew Level	INT(3)	001	0-200	Y		
	CREW_DAT E	Crew Creation Date	DATE	dd-mm-yyyy		Y		
CAPTAIN	CREW_ID	Captain's Crew ID	INT(5)	99999	0-99999	Y	PK/FK	CREW
	CHAR_ID	Captain's Character ID	INT(5)	99999	0-99999	Y	PK/FK	STORY_CH ARACTER
	CAP_DATE TIME	Captain Date Appointed	DATETIME	dd-mm-yyyy hh:mm:ss		Y		
SHIP	SHIP_ID	Ship ID	INT(5)	99999	0-99999	Y	PK	
	SHIP_NAM E	Ship Name	VARCHAR(100)	Xxxxxx		Y		
	SHIP_STAT US	Ship Status	VARCHAR(100)	Xxxxxx		Y		

	SHIP_OWN_DATE	Ship Ownership Date	DATE	dd-mm-yyyy		Y		
	CREW_ID	Crew ID	INT(5)	99999	0-99999	Y	FK	CREW
BOUNTY	BOUNTY_ID	Bounty ID	INT(5)	99999	0-99999	Y	PK	
	BOUNTY_AMOUNT	Bounty Amount	BIG INT	99999999	0-99999999	Y		
	BOUNTY_DESCRIPTION	Bounty Reasoning Description	VARCHAR(255)	Xxxxxxx		Y		
	BOUNTY_DATE	Date issued	DATE	dd-mm-yyyy		Y		
	CHAR_ID	Bounty Character ID	INT(5)	99999	0-99999	Y	FK	STORY_CHARACTER
BATTLE	BATTLE_ID	Battle ID	INT(5)	99999	0-99999	Y	PK	
	BATTLE_TYPE	Battle Type	VARCHAR(255)	Xxxxxx		Y		
	BATTLE_DATETIME	Battle Date and Time	DATETIME	dd-mm-yyyy hh-mm-ss		Y		
I might split this table into 3 in the future so I don't have one table referencing	CHAR1_ID	Battle Character ID 1	INT(5)	99999	0-99999	Y	FK	STORY_CHARACTER

another 3 times.								
	CHAR2_ID	Battle Character ID 2	INT(5)	99999	0-99999	Y	FK	STORY_CHARACTER
	CHAR_WINNER_ID	Battle Winner ID	INT(5)	99999	0-99999	Y	FK	STORY_CHARACTER
MISSION	MISSION_ID	Mission Unique ID	INT(5)	99999	0-99999	Y	PK	
	MISSION_TITLE	Mission Title	VARCHAR(255)	Xxxxxx		Y		
	MISSION_TYPE	Mission Type	VARCHAR(255)	Xxxxx		Y		
	MISSION_DESC	Mission Description	VARCHAR(255)	Xxxxx		Y		
	MISSION_REWARD	Mission Reward	BIG INT	9999999999	0-99999999	Y		
CREW_MISSION	MISSION_ID	Mission Unique ID	INT(5)	99999	0-99999	Y	PK	MISSION
	CREW_ID	Mission Crew ID	INT(5)	99999	0-99999	Y	FK	CREW
CHARACTER_MISSION	MISSION_ID	Mission Unique ID	INT(5)	99999	0-99999	Y	PK	MISSION
	CHAR_ID	Mission Character ID	INT(5)	99999	0-99999	Y	FK	STORY_CHARACTER

DEVIL FRUIT	DF_ID	Devil Fruit ID	INT(5)	99999	0-99999	Y	PK	
	DF_NAME	Devil Fruit Name	VARCHAR(255)	Xxxxxx		Y		
	DF_TYPE	Devil Fruit Type	VARCHAR(255)	Xxxxxx		Y		
	DF_ABILITY	Devil Fruit Ability Description	VARCHAR(255)	Xxxxxx		Y		
	CHAR_ID	Devil Fruit Character ID	INT(5)	99999	0-99999	N	FK	STORY_CHARACTER
ITEM	ITEM_ID	Item ID	INT(5)	99999	0-99999	Y	PK	
	ITEM_TYPE	Item Type	VARCHAR(255)	Xxxxx		Y		
	ITEM_DESCRIPTION	Item Description	VARCHAR(255)	Xxxxx		Y		
	ITEM_RARITY	Item Rarity	VARCHAR(255)	Xxxxx		Y		
	ITEM_VALUE	Item Value	INT(6)	99999	0-999999	Y		
INVENTORY	CHAR_ID	Inventory Player ID	INT(5)	99999	0-99999	Y	PK/FK	STORY_CHARACTER
	ITEM_ID	Inventory Item ID	INT(5)	99999	0-99999	Y	PK/FK	ITEM

	INV_QUAN TITY	Item Quantity	INT(2)	01	0-10	Y		
	INV_SOUR CE	Item Source (how it was obtained)	VARCHAR(255)	Xxxxxx		Y		
	INV_DATE_ ACQUIRED	Item Date Acquired	DATETIME	dd-mm-yyyy hh-mm-ss		Y		
EVENT	EVENT_ID	Event ID	INT(5)	99999	0-99999	Y	PK	
	EVENT_DA TE_START	Start Date	DATETIME	dd-mm-yyyy hh-mm-ss		Y		
	EVENT_DA TE_END	End Date	DATETIME	dd-mm-yyyy hh-mm-ss		Y		
	EVENT_TIT LE	Event Title	VARCHAR(255)	Xxxxxxxx		Y		
	EVENT_DE SC	Event Description	VARCHAR(255)	Xxxxxxxx		Y		
CAPTAIN	CREW_ID	Crew Unique ID	INT(5)	99999	0-99999	Y	PK/FK	CREW
	CHAR_ID	Captain's Character ID	INT(5)	99999	0-99999	Y	PK/FK	STORY_CH ARACTER
	CAP_DATE TIME	Captain Appointed date	DATETIME	dd-mm-yyyy hh-mm-ss		Y		