CS340 Project Proposal
Destiny, the game Database

The database I will be making is of the Destiny game. This game is a first person shooter rpg game which takes place in some alternate future. The game has heroes known as guardians, and the main storyline consists of guardians defending against the darkness. I think the number of gear and different worlds would make this a good database.

The entities I will have in my database are:
- **Guardians** – The main character will play as one of the Guardians, who fight with the power of the light. Each guardian can choose to be a Hunter, Warlock, or Titan. The player can choose to be either a Human, Awoken, or Exo
- **Weapons** – The many different weapons within the game. Each weapon falls under the tiers: Normal, Uncommon, Rare, Legendary, and Exotic
- **NPCs** – There are various NPCs throughout the game that help support you. Examples include Cayde-6, Zavala, Ikora, and the Ghost
- **Planets** – There are a few planets in the game where the main character will have missions, or patrols

The relationships I will have:
- **Guardians complete missions on planets**– Guardians will finish missions on certain planets to progress through the game
- **Characters have a race** – The player can choose to be either a Human, Awoken, or Exo
- **Planets have NPCs who have special missions** – Certain missions known as strikes, or raids are restricted to certain planets and are tied to certain NPCs stories.
- **Weapons may come from certain NPCs, or missions on Planets** - Exotic weapons specifically are only obtainable through NPCs and completing their missions
- **Guardians can equip only up to 3 weapons** - Weapons have different types, where only one of each type may be equipped (with certain exceptions): Heavy, Secondary, and Primary