

character interactions

- Warrior: Specializes in tanking damage and close combat.
- Mage: Offers both damage and support through a variety of spells.
- Archer: Excels at long-range damage with various types of arrows.
- Questing Guilds: Focus on cooperative PvE content.
- Trading Guilds: Specialize in crafting and the game's economy.
- Crafting Guilds: Provide crafting stations and blueprints to members.

- Valoria: Known for its towering mountains and hardy warriors.
- Cimmeria: A lush, enchanted forest home to mystical creatures.
- Elphora: A harsh desert landscape, rich in mineral resources.
- Orynthia: A collection of tropical islands with unique ecosystems.

class		
PK	class_id	int
	class_type	enum
	class_description	varchar(100)

guild		
PK	guild_id	int
	name	varchar(30)
	guild_type	enum
	members	int
	leader	varchar(30)
	founded_year	int

character_guild			
PK	character_id	varchar(30)	
FK	guild_id	int	
	status	enum	
	timestamp	datetime	

"Joined", "Left",
"Promoted"

kingdom		
PK	kingdom_id	int
	kingdom_name	varchar(30)
	ruler_id	varchar(30)
	kingdom_description	varchar(30)

player		
PK	player_id	int
	username	varchar(30)
FK	character_id	int
	passwrod	varchar(30)
	email	varchar(30)

character							
PK	character_id	int					
FK	player_id	int					
FK	class_id	int					
	race	varchar(30)					
	skill_tree	varchar(30)					
	experience_points	int					
	gold	int					
	name	varchar(30)					
FK	kingdom_id	int					

character_team			
FK/PK	team_id	int	
FK/PK	character_id	int	
	status	enum	
	timestamp	datetime	

"Joined", "Left",
"Captained"

team		
PK	team_id	int
	name	varchar(20)
FK	quest_id	int
FK	kingdom_id	int
	n_members	int

inventory			
PK/FK	character_id	int	
PK/FK	item_id	int	
	quantity	int	

when trading, remove from
one player's inventory and
add to the other

character_enemy			
PK/FK	character_id	int	
PK/FK	enemy_id	int	
	timestamp	datetime	
	status	enum	

"Defeated",
"Escaped",
"Captured"

enemy					
PK	enemy_id	int			
	enemy_name	varchar(30)			
	enemy_type	enum			
	strength_lvl	enum			
	loot	int			
	hitpoints	int			

- - Goblin
- - Wolve
- - Shadow Minion
- - Boss

quest			
PK	quest_id	int	
	name	varchar(20)	
	description	varchar(100)	
FK	npc_id	int	
	type/difficulty	enum	
	required_level	int	
	experience_points	int	
FK	item_id	int	

npc_quest			
PK/FK	npc_id	int	
PK/FK	quest_id	int	
	timestamp	datetime	
	value	enum	

"Gave Quest",
"Completed
Quest"

*check that
npc type is
quest_giver

NPC				
PK	npc_id	int		
	npc_name	varchar(30)		
	npc_type	enum		
	description	varchar(100)		
	location	double		

npc_question				
PK/FK	npc_id	int		
PK/FK	question_id	int		
	timestamp	datetime		
	value	enum		

"Started
Conversation",
"Ended
Conversation"

character_npc				
PK/FK	character_id	int		
PK/FK	npc_id	int		
	timestamp	datetime		
	value	enum		

"Talked",
"Fought",
"Ignored",
"Bought From",
"Sold To"

item			
PK	item_id	int	
	name	varchar(30)	
	type	varchar(30)	

npc_item				
PK/FK	npc_id	int		
PK/FK	item_id	int		
	value	varchar(30)		
	timestamp	datetime		

*check that
npc type is
shopkeeper

question			
PK	question_id	int	
	content	varchar(50)	
	choice_options	int	
	emotion	int	

event			
PK	event_id	int	
	type	varchar(30)	
	time	datetime	
	location	double	

This is for planning global
events like christmas,
halloween etc.

NPC types

- Quest-givers: Assign tasks and offer rewards.
- Shopkeepers: Sell items and resources.
- Skill Trainers: Offer skill upgrades for a fee.
- Lore Masters: Provide backstory and clues to hidden secrets.

trade between characters
functionality?

!Think about
converting enums
to tables