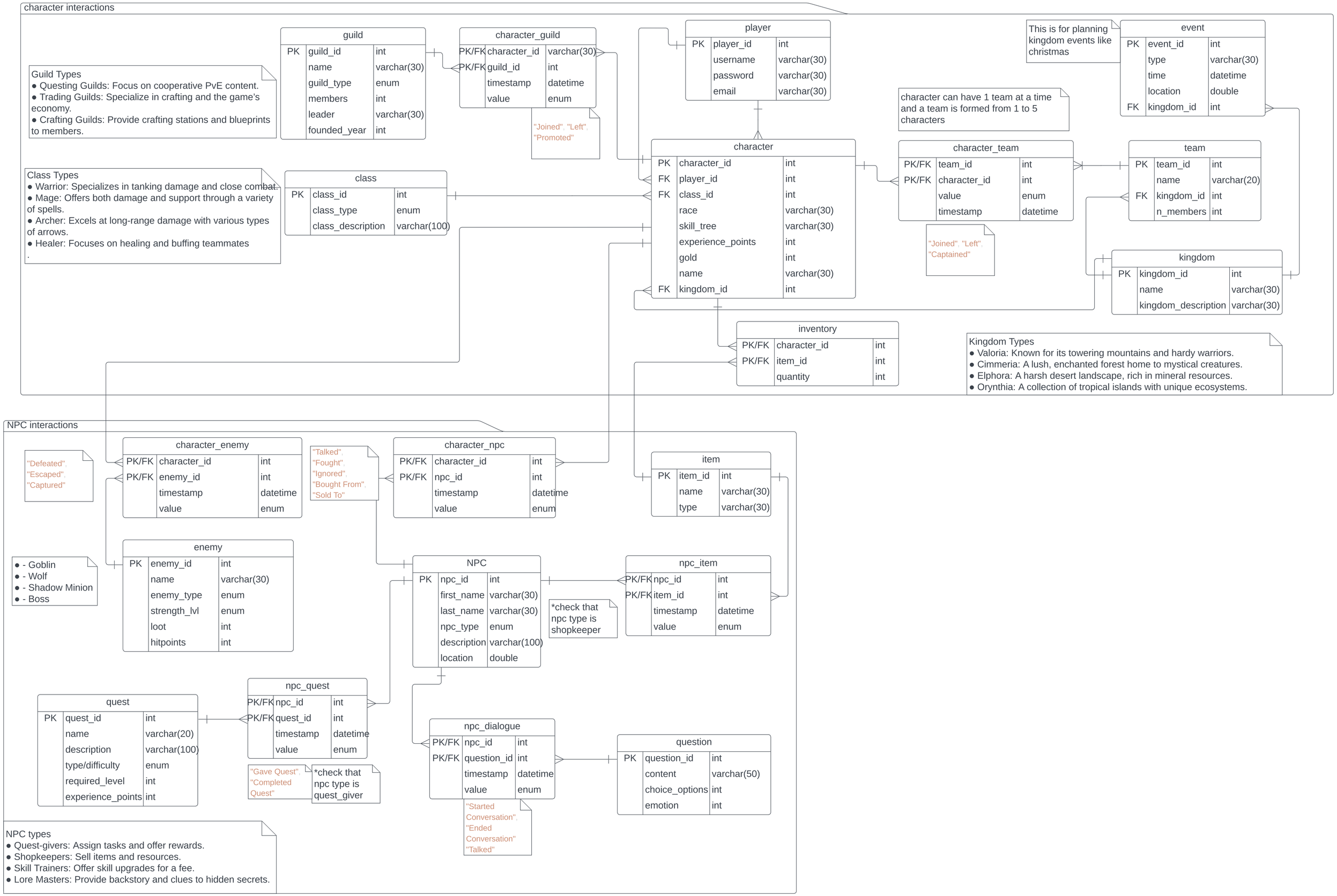
character interactions
guild
PK guild_id int
name varchar(30)
guild_type enum
members int
leader varchar(30)
founded_year int
character_guild
PK/FK character_id varchar(30)
PK/FK guild_id int
timestamp datetime
value enum
"Joined", "Left", "Promoted"
player
PK player_id int
username varchar(30)
password varchar(30)
email varchar(30)
This is for planning kingdom events like christmas
event
PK event_id int
type varchar(30)
time datetime
location double
FK kingdom_id int
Guild Types
● 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.
character can have 1 team at a time and a team is formed from 1 to 5 characters
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
PK/FK team_id int
PK/FK character_id int
value enum
timestamp datetime
"Joined", "Left", "Captained"
team
PK team_id int
name varchar(20)
FK kingdom_id int
n_members int
Class Types
● 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.
● Healer: Focuses on healing and buffing teammates
.
class
PK class_id int
class_type enum
class_description varchar(100)
kingdom
PK kingdom_id int
name varchar(30)
kingdom_description varchar(30)
inventory
PK/FK character_id int
PK/FK item_id int
quantity int
Kingdom Types
● 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.
NPC interactions
character_enemy
PK/FK character_id int
PK/FK enemy_id int
timestamp datetime
value enum
"Defeated", "Escaped", "Captured"
"Talked", "Fought", "Ignored", "Bought From", "Sold To"
character_npc
PK/FK character_id int
PK/FK npc_id int
timestamp datetime
value enum
item
PK item_id int
name varchar(30)
type varchar(30)
enemy
PK enemy_id int
name varchar(30)
enemy_type enum
strength_lvl enum
loot int
hitpoints int
● - Goblin
● - Wolf
● - Shadow Minion
● - Boss
NPC
PK npc_id int
first_name varchar(30)
last_name varchar(30)
npc_type enum
description varchar(100)
location double
*check that npc type is shopkeeper
npc_item
PK/FK npc_id int
PK/FK item_id int
timestamp datetime
value enum
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
quest
PK quest_id int
name varchar(20)
description varchar(100)
type/difficulty enum
required_level int
experience_points int
npc_dialogue
PK/FK npc_id int
PK/FK question_id int
timestamp datetime
value enum
"Started Conversation", "Ended Conversation" "Talked"
question
PK question_id int
content varchar(50)
choice_options int
emotion int
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.