

character interactions

- 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.

- 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.

| 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         |
|                 | status       | enum        |
|                 | timestamp    | datetime    |

"Joined", "Left",  
"Promoted"

| player |              |             |
|--------|--------------|-------------|
| PK     | player_id    | int         |
|        | username     | varchar(30) |
| FK     | character_id | int         |
|        | password     | 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 |              |          |
|----------------|--------------|----------|
| PK/FK          | team_id      | int      |
| PK/FK          | character_id | int      |
|                | status       | enum     |
|                | timestamp    | datetime |

"Joined", "Left",  
"Captained"

| event |            |             |
|-------|------------|-------------|
| PK    | event_id   | int         |
|       | type       | varchar(30) |
|       | time       | datetime    |
|       | location   | double      |
| FK    | kingdom_id | int         |

This is for planning  
kingdom events like  
christmas

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

| kingdom |                     |             |
|---------|---------------------|-------------|
| PK      | kingdom_id          | int         |
|         | kingdom_name        | varchar(30) |
|         | kingdom_description | varchar(30) |

- 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.

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

NPC interactions

"Defeated",  
"Escaped",  
"Captured"

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

\*check that  
npc type is  
shopkeeper

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

| 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         |
|       | enemy_name   | varchar(30) |
|       | enemy_type   | enum        |
|       | strength_lvl | enum        |
|       | loot         | int         |
|       | hitpoints    | int         |

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

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

| quest |                   |              |
|-------|-------------------|--------------|
| PK    | quest_id          | int          |
|       | name              | varchar(20)  |
|       | description       | varchar(100) |
|       | type/difficulty   | enum         |
|       | required_level    | int          |
|       | experience_points | 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_question |             |          |
|--------------|-------------|----------|
| PK/FK        | npc_id      | int      |
| PK/FK        | question_id | int      |
|              | timestamp   | datetime |
|              | value       | enum     |

"Started  
Conversation",  
"Ended  
Conversation"

| 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.