**Documentație pentru Fișierul PROIECT.sql 📜**

**Index**

1. [Introducere](https://app.docuwriter.ai/multiple-code-documentation-generator#introducere)
2. [Secvențe pentru Chei Primare](https://app.docuwriter.ai/multiple-code-documentation-generator#secven%C8%9Be-pentru-chei-primare)
3. [Tabele](https://app.docuwriter.ai/multiple-code-documentation-generator#tabele)
   * [Tabelul Players](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-players)
   * [Tabelul Characters](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-characters)
   * [Tabelul NPCs](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-npcs)
   * [Tabelul Monsters](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-monsters)
   * [Tabelul Locations](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-locations)
   * [Tabelul Quests](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-quests)
   * [Tabelul Items](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-items)
   * [Tabelul Spells](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-spells)
   * [Tabelul Encounters](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-encounters)
   * [Tabelul Events](https://app.docuwriter.ai/multiple-code-documentation-generator#tabelul-events)
   * [Tabele de Legătură](https://app.docuwriter.ai/multiple-code-documentation-generator#tabele-de-leg%C4%83tur%C4%83)
4. [Inserții de Date](https://app.docuwriter.ai/multiple-code-documentation-generator#inser%C8%9Bii-de-date)
5. [Interogări SQL](https://app.docuwriter.ai/multiple-code-documentation-generator#interog%C4%83ri-sql)

**Introducere**

Acest fișier SQL este destinat gestionării unei baze de date pentru un joc de rol (RPG). Fișierul definește tabelele pentru jucători, personaje, NPC-uri, monștri, locații, misiuni, obiecte, vrăji, întâlniri și evenimente, precum și inserțiile inițiale de date. De asemenea, sunt incluse interogări SQL pentru a extrage informații specifice din baza de date.

**Secvențe pentru Chei Primare**

Secvențele sunt utilizate pentru a genera valori unice pentru cheile primare ale tabelelor.

CREATE SEQUENCE PlayerSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE CharacterSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE NPCSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE MonsterSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE LocationSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE QuestSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE ItemSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE SpellSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE EncounterSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE EventSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE CampaignSeq START WITH 1 INCREMENT BY 1;

**Tabele**

**Tabelul Players**

Tabelul Players stochează informații despre jucători.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| PlayerID | INT (PK) | ID unic pentru jucător |
| Name | VARCHAR2(100) | Numele jucătorului |
| ContactInfo | VARCHAR2(255) | Informații de contact |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Players (

PlayerID INT PRIMARY KEY,

Name VARCHAR2(100),

ContactInfo VARCHAR2(255),

Notes CLOB

);

**Tabelul Characters**

Tabelul Characters stochează informații despre personaje.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| CharacterID | INT (PK) | ID unic pentru personaj |
| PlayerID | INT (FK) | ID-ul jucătorului asociat |
| Char\_Name | VARCHAR2(100) | Numele personajului |
| Race | VARCHAR2(50) | Rasa personajului |
| Char\_Class | VARCHAR2(50) | Clasa personajului |
| Char\_Level | INT | Nivelul personajului |
| Alignment | VARCHAR2(20) | Aliniament |
| Background | VARCHAR2(100) | Fundalul personajului |
| HitPoints | INT | Puncte de viață |
| ArmorClass | INT | Clasa de armură |
| Strength | INT | Putere |
| Dexterity | INT | Dexteritate |
| Constitution | INT | Constituție |
| Intelligence | INT | Inteligență |
| Wisdom | INT | Înțelepciune |
| Charisma | INT | Carismă |
| Skills | CLOB | Abilități |
| Inventory | CLOB | Inventar |
| Spells | CLOB | Vrăji |
| PlayerID | INT | Referință la Players (FK) |

**SQL pentru crearea tabelului:**

CREATE TABLE Characters (

CharacterID INT PRIMARY KEY,

PlayerID INT,

Char\_Name VARCHAR2(100),

Race VARCHAR2(50),

Char\_Class VARCHAR2(50),

Char\_Level INT,

Alignment VARCHAR2(20),

Background VARCHAR2(100),

HitPoints INT,

ArmorClass INT,

Strength INT,

Dexterity INT,

Constitution INT,

Intelligence INT,

Wisdom INT,

Charisma INT,

Skills CLOB,

Inventory CLOB,

Spells CLOB,

FOREIGN KEY (PlayerID) REFERENCES Players(PlayerID)

);

**Tabelul NPCs**

Tabelul NPCs stochează informații despre personajele non-jucător (NPC-uri).

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| NPCID | INT (PK) | ID unic pentru NPC |
| NPC\_Name | VARCHAR2(100) | Numele NPC-ului |
| NPC\_Role | VARCHAR2(50) | Rolul NPC-ului |
| Race | VARCHAR2(50) | Rasa NPC-ului |
| NPC\_Class | VARCHAR2(50) | Clasa NPC-ului |
| NPC\_Description | CLOB | Descrierea NPC-ului |
| LocationID | INT (FK) | ID-ul locației asociate |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE NPCs (

NPCID INT PRIMARY KEY,

NPC\_Name VARCHAR2(100),

NPC\_Role VARCHAR2(50),

Race VARCHAR2(50),

NPC\_Class VARCHAR2(50),

NPC\_Description CLOB,

LocationID INT,

Notes CLOB,

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabelul Monsters**

Tabelul Monsters stochează informații despre monștri.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| MonsterID | INT (PK) | ID unic pentru monstru |
| Name | VARCHAR2(100) | Numele monstrului |
| Type | VARCHAR2(50) | Tipul monstrului |
| HitPoints | INT | Puncte de viață |
| ArmorClass | INT | Clasa de armură |
| Strength | INT | Putere |
| Dexterity | INT | Dexteritate |
| Constitution | INT | Constituție |
| Intelligence | INT | Inteligență |
| Wisdom | INT | Înțelepciune |
| Charisma | INT | Carismă |
| Skills | CLOB | Abilități |
| Actions | CLOB | Acțiuni |
| ChallengeRating | FLOAT | Grad de provocare |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Monsters (

MonsterID INT PRIMARY KEY,

Name VARCHAR2(100),

Type VARCHAR2(50),

HitPoints INT,

ArmorClass INT,

Strength INT,

Dexterity INT,

Constitution INT,

Intelligence INT,

Wisdom INT,

Charisma INT,

Skills CLOB,

Actions CLOB,

ChallengeRating FLOAT,

Notes CLOB

);

**Tabelul Locations**

Tabelul Locations stochează informații despre locații.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| LocationID | INT (PK) | ID unic pentru locație |
| Name | VARCHAR2(100) | Numele locației |
| Description | CLOB | Descrierea locației |
| Region | VARCHAR2(100) | Regiunea locației |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Locations (

LocationID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

Region VARCHAR2(100),

Notes CLOB

);

**Tabelul Quests**

Tabelul Quests stochează informații despre misiuni.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| QuestID | INT (PK) | ID unic pentru misiune |
| Title | VARCHAR2(100) | Titlul misiunii |
| Description | CLOB | Descrierea misiunii |
| Status | VARCHAR2(20) | Stadiul misiunii |
| Rewards | CLOB | Recompensele misiunii |
| QuestGiverID | INT (FK) | ID-ul NPC-ului care dă misiunea |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Quests (

QuestID INT PRIMARY KEY,

Title VARCHAR2(100),

Description CLOB,

Status VARCHAR2(20),

Rewards CLOB,

QuestGiverID INT,

Notes CLOB,

FOREIGN KEY (QuestGiverID) REFERENCES NPCs(NPCID)

);

**Tabelul Items**

Tabelul Items stochează informații despre obiecte.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| ItemID | INT (PK) | ID unic pentru obiect |
| Name | VARCHAR2(100) | Numele obiectului |
| Type | VARCHAR2(50) | Tipul obiectului |
| Description | CLOB | Descrierea obiectului |
| Effects | CLOB | Efectele obiectului |
| Value | INT | Valoarea obiectului |
| OwnerID | INT (FK) | ID-ul personajului care deține obiectul |

**SQL pentru crearea tabelului:**

CREATE TABLE Items (

ItemID INT PRIMARY KEY,

Name VARCHAR2(100),

Type VARCHAR2(50),

Description CLOB,

Effects CLOB,

Value INT,

OwnerID INT,

FOREIGN KEY (OwnerID) REFERENCES Characters(CharacterID)

);

**Tabelul Spells**

Tabelul Spells stochează informații despre vrăji.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| SpellID | INT (PK) | ID unic pentru vrajă |
| Spell\_Name | VARCHAR2(100) | Numele vrajei |
| Spell\_Level | INT | Nivelul vrajei |
| School | VARCHAR2(50) | Școala de magie |
| Description | CLOB | Descrierea vrajei |
| CharacterID | INT (FK) | ID-ul personajului care cunoaște vrajă |

**SQL pentru crearea tabelului:**

CREATE TABLE Spells (

SpellID INT PRIMARY KEY,

Spell\_Name VARCHAR2(100),

Spell\_Level INT,

School VARCHAR2(50),

Description CLOB,

CharacterID INT,

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID)

);

**Tabelul Encounters**

Tabelul Encounters stochează informații despre întâlniri.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| EncounterID | INT (PK) | ID unic pentru întâlnire |
| Name | VARCHAR2(100) | Numele întâlnirii |
| Description | CLOB | Descrierea întâlnirii |
| LocationID | INT (FK) | ID-ul locației asociate |

**SQL pentru crearea tabelului:**

CREATE TABLE Encounters (

EncounterID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

LocationID INT,

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabelul Events**

Tabelul Events stochează informații despre evenimente.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| EventID | INT (PK) | ID unic pentru eveniment |
| Name | VARCHAR2(100) | Numele evenimentului |
| Description | CLOB | Descrierea evenimentului |
| EventDate | DATE | Data evenimentului |
| LocationID | INT (FK) | ID-ul locației asociate |

**SQL pentru crearea tabelului:**

CREATE TABLE Events (

EventID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

EventDate DATE,

LocationID INT,

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabele de Legătură**

Aceste tabele de legătură gestionează relațiile many-to-many dintre diverse entități.

**Tabelul CharacterQuests**

CREATE TABLE CharacterQuests (

CharacterID INT,

QuestID INT,

PRIMARY KEY (CharacterID, QuestID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID)

);

**Tabelul CharacterEncounters**

CREATE TABLE CharacterEncounters (

CharacterID INT,

EncounterID INT,

PRIMARY KEY (CharacterID, EncounterID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID),

FOREIGN KEY (EncounterID) REFERENCES Encounters(EncounterID)

);

**Tabelul CharacterEvents**

CREATE TABLE CharacterEvents (

CharacterID INT,

EventID INT,

PRIMARY KEY (CharacterID, EventID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID),

FOREIGN KEY (EventID) REFERENCES Events(EventID)

);

**Tabelul QuestNPCs**

CREATE TABLE QuestNPCs (

QuestID INT,

NPCID INT,

PRIMARY KEY (QuestID, NPCID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID),

FOREIGN KEY (NPCID) REFERENCES NPCs(NPCID)

);

**Tabelul QuestLocations**

CREATE TABLE QuestLocations (

QuestID INT,

LocationID INT,

PRIMARY KEY (QuestID, LocationID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID),

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabelul EncounterMonsters**

CREATE TABLE EncounterMonsters (

EncounterID INT,

MonsterID INT,

PRIMARY KEY (EncounterID, MonsterID),

FOREIGN KEY (EncounterID) REFERENCES Encounters(EncounterID),

FOREIGN KEY (MonsterID) REFERENCES Monsters(MonsterID)

);

**Tabelul Campaigns**

CREATE TABLE Campaigns (

CampaignID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

StartDate DATE,

EndDate DATE,

CurrentLocationID INT,

Notes CLOB,

FOREIGN KEY (CurrentLocationID) REFERENCES Locations(LocationID)

);

**Tabelul CampaignCharacters**

CREATE TABLE CampaignCharacters (

CampaignID INT,

CharacterID INT,

PRIMARY KEY (CampaignID, CharacterID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID)

);

**Tabelul CampaignNPCs**

CREATE TABLE CampaignNPCs (

CampaignID INT,

NPCID INT,

PRIMARY KEY (CampaignID, NPCID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (NPCID) REFERENCES NPCs(NPCID)

);

**Tabelul CampaignMonsters**

CREATE TABLE CampaignMonsters (

CampaignID INT,

MonsterID INT,

PRIMARY KEY (CampaignID, MonsterID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (MonsterID) REFERENCES Monsters(MonsterID)

);

**Tabelul CampaignQuests**

CREATE TABLE CampaignQuests (

CampaignID INT,

QuestID INT,

PRIMARY KEY (CampaignID, QuestID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID)

);

**Inserții de Date**

Tabelele## Inserții de Date

Tabelele conțin inserții inițiale de date pentru a popula baza de date cu informații despre jucători, personaje, NPC-uri, monștri, locații, misiuni, vrăji, întâlniri și evenimente.

**Inserții pentru Tabelul Players**

INSERT INTO Players (PlayerID, Name, ContactInfo, Notes) VALUES (PlayerSeq.NEXTVAL, 'John Doe', 'john.doe@example.com', 'Loves role-playing.');

INSERT INTO Players (PlayerID, Name, ContactInfo, Notes) VALUES (PlayerSeq.NEXTVAL, 'Jane Smith', 'jane.smith@example.com', 'Enjoys strategic play.');

INSERT INTO Players (PlayerID, Name, ContactInfo, Notes) VALUES (PlayerSeq.NEXTVAL, 'Alice Johnson', 'alice.johnson@example.com', 'Prefers magical characters.');

INSERT INTO Players (PlayerID, Name, ContactInfo, Notes) VALUES (PlayerSeq.NEXTVAL, 'Bob Brown', 'bob.brown@example.com', 'Always the dungeon master.');

INSERT INTO Players (PlayerID, Name, ContactInfo, Notes) VALUES (PlayerSeq.NEXTVAL, 'Charlie White', 'charlie.white@example.com', 'New to the game.');

INSERT INTO Players (PlayerID, Name, ContactInfo, Notes) VALUES (PlayerSeq.NEXTVAL, 'Diana Black', 'diana.black@example.com', 'Writes character backstories.');

**Inserții pentru Tabelul Characters**

INSERT INTO Characters (CharacterID, PlayerID, Char\_Name, Race, Char\_Class, Char\_Level, Alignment, Background, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Inventory, Spells) VALUES (CharacterSeq.NEXTVAL, 1, 'Tharivol', 'Elf', 'Wizard', 5, 'Neutral Good', 'Sage', 30, 12, 8, 14, 10, 18, 12, 14, 'Arcana, History', 'Staff, Robes', 'Fireball, Magic Missile');

INSERT INTO Characters (CharacterID, PlayerID, Char\_Name, Race, Char\_Class, Char\_Level, Alignment, Background, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Inventory, Spells) VALUES (CharacterSeq.NEXTVAL, 2, 'Grog', 'Half-Orc', 'Barbarian', 4, 'Chaotic Neutral', 'Outlander', 50, 15, 18, 12, 16, 8, 10, 10, 'Athletics, Survival', 'Great Axe, Javelin', NULL);

INSERT INTO Characters (CharacterID, PlayerID, Char\_Name, Race, Char\_Class, Char\_Level, Alignment, Background, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Inventory, Spells) VALUES (CharacterSeq.NEXTVAL, 3, 'Lia', 'Human', 'Rogue', 3, 'Chaotic Good', 'Criminal', 20, 14, 10, 18, 12, 14, 10, 12, 'Stealth, Sleight of Hand', 'Dagger, Thieves Tools', 'Invisibility, Sneak Attack');

INSERT INTO Characters (CharacterID, PlayerID, Char\_Name, Race, Char\_Class, Char\_Level, Alignment, Background, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Inventory, Spells) VALUES (CharacterSeq.NEXTVAL, 4, 'Bor', 'Dwarf', 'Cleric', 6, 'Lawful Good', 'Acolyte', 40, 16, 14, 10, 18, 10, 12, 8, 'Medicine, Religion', 'Mace, Shield', 'Healing Word, Bless');

INSERT INTO Characters (CharacterID, PlayerID, Char\_Name, Race, Char\_Class, Char\_Level, Alignment, Background, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Inventory, Spells) VALUES (CharacterSeq.NEXTVAL, 5, 'Eldrin', 'Half-Elf', 'Sorcerer', 2, 'Neutral Evil', 'Charlatan', 18, 12, 10, 14, 12, 16, 14, 18, 'Deception, Persuasion', 'Wand, Ring of Protection', 'Charm Person, Magic Missile');

INSERT INTO Characters (CharacterID, PlayerID, Char\_Name, Race, Char\_Class, Char\_Level, Alignment, Background, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Inventory, Spells) VALUES (CharacterSeq.NEXTVAL, 6, 'Fiona', 'Tiefling', 'Warlock', 5, 'Neutral', 'Hermit', 28, 13, 10, 14, 12, 18, 14, 12, 'Arcana, Investigation', 'Pact Blade, Tome of Shadows', 'Eldritch Blast, Hex');

**Inserții pentru Tabelul NPCs**

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Tormac', 'Blacksmith', 'Human', 'None', 'A burly man with a stern face.', 1, 'Works tirelessly.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Elara', 'Innkeeper', 'Half-Elf', 'None', 'A friendly and talkative woman.', 2, 'Knows many local secrets.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Grim', 'Guard Captain', 'Dwarf', 'Fighter', 'A stern and experienced warrior.', 3, 'Loyal to the city.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Mira', 'Merchant', 'Tiefling', 'None', 'A shrewd businesswoman.', 4, 'Always has rare items.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Dorn', 'Priest', 'Human', 'Cleric', 'A gentle and kind-hearted man.', 5, 'Heals the sick for free.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Kara', 'Scholar', 'Elf', 'Wizard', 'An old and wise elf.', 6, 'Loves ancient texts.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Thorn', 'Rogue', 'Half-Orc', 'Rogue', 'A cunning and agile figure.', 7, 'Always in the shadows.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Syla', 'Hunter', 'Halfling', 'Ranger', 'A cheerful and skilled tracker.', 8, 'Knows the forests well.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Gorn', 'Fisherman', 'Human', 'None', 'A quiet and solitary man.', 9, 'Has a mysterious past.');

INSERT INTO NPCs (NPCID, NPC\_Name, NPC\_Role, Race, NPC\_Class, NPC\_Description, LocationID, Notes) VALUES (NPCSeq.NEXTVAL, 'Lyla', 'Seer', 'Elf', 'Sorcerer', 'A mystical and enigmatic figure.', 10, 'Foresees future events.');

**Inserții pentru Tabelul Monsters**

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Goblin', 'Humanoid', 7, 15, 8, 14, 10, 10, 8, 8, 'Stealth', 'Scimitar, Shortbow', 0.25, 'Weak but cunning.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Orc', 'Humanoid', 15, 13, 16, 12, 14, 8, 10, 10, 'Intimidation', 'Great Axe, Javelin', 0.5, 'Aggressive.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Troll', 'Giant', 84, 15, 18, 13, 20, 7, 9, 7, 'Regeneration', 'Bite, Claw', 5, 'Regenerates health.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Dragon', 'Dragon', 200, 19, 23, 10, 21, 18, 15, 19, 'Flight, Breath Weapon', 'Bite, Claw, Tail Swipe', 10, 'Very powerful.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Skeleton', 'Undead', 13, 13, 10, 14, 15, 6, 8, 5, 'Stealth', 'Shortsword, Shortbow', 0.25, 'Resistant to poison.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Zombie', 'Undead', 22, 8, 13, 6, 16, 3, 6, 5, 'Undead Fortitude', 'Slam', 0.25, 'Slow but tough.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Giant Spider', 'Beast', 26, 14, 14, 16, 12, 2, 11, 4, 'Stealth, Web', 'Bite', 1, 'Can climb walls.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Ogre', 'Giant', 59, 11, 19, 8, 16, 5, 7, 7, 'Intimidation', 'Greatclub, Javelin', 2, 'Very strong.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Kobold', 'Humanoid', 5, 12, 7, 15, 9, 8, 7, 8, 'Stealth', 'Dagger, Sling', 0.125, 'Weak but numerous.');

INSERT INTO Monsters (MonsterID, Name, Type, HitPoints, ArmorClass, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Skills, Actions, ChallengeRating, Notes) VALUES (MonsterSeq.NEXTVAL, 'Wyvern', 'Dragon', 110, 13, 19, 10, 17, 5, 12, 6, 'Flight, Poison Sting', 'Bite, Stinger', 6, 'Poisonous tail.');

**Inserții pentru Tabelul Locations**

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Thundertree', 'A ruined village.', 'Neverwinter Wood', 'Overrun by undead.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Phandalin', 'A frontier town.', 'Sword Coast', 'Recently resettled.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Waterdeep', 'A bustling city.', 'Sword Coast', 'Known as the City of Splendors.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Baldurs Gate', 'A major trading hub.', 'Western Heartlands', 'Home to many adventurers.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Neverwinter', 'A beautiful city.', 'Sword Coast', 'Rebuilt after a volcanic eruption.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Luskan', 'A lawless city.', 'Sword Coast', 'Ruled by pirate lords.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Daggerford', 'A small town.', 'Sword Coast', 'Protective of its independence.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Greenest', 'A peaceful village.', 'Greenfields', 'Attacked by a dragon.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Red Larch', 'A crossroads village.', 'Dessarin Valley', 'Center of trade.');

INSERT INTO Locations (LocationID, Name, Description, Region, Notes) VALUES (LocationSeq.NEXTVAL, 'Yartar', 'A fortified town.', 'Dessarin Valley', 'Known for its fish market.');

**Inserții pentru Tabelul Quests**

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Save the Village', 'Defend the village from orcs.', 'Open', '500 gold', 11, 'Urgent.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Find the Artifact', 'Locate the lost artifact in the ruins.', 'Open', 'Rare magic item', 12, 'Artifact is ancient.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Rescue the Prince', 'Rescue the prince from the dragon.', 'Open', '1000 gold', 13, 'Prince is in grave danger.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Deliver the Message', 'Deliver the message to the king.', 'Open', '200 gold', 14, 'Message is confidential.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Hunt the Monster', 'Track and kill the monster.', 'Open', '300 gold', 15, 'Monster is very dangerous.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Escort the Caravan', 'Escort the caravan safely to its destination.', 'Open', '150 gold', 16, 'Caravan contains valuable goods.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Investigate the Cave', 'Investigate the strange noises in the cave.', 'Open', '250 gold', 17, 'Cave is haunted.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Protect the Merchant', 'Protect the merchant from bandits.', 'Open', '100 gold', 18, 'Merchant is wealthy.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Explore the Forest', 'Explore the uncharted forest.', 'Open', '50 gold', 19, 'Forest is dangerous.');

INSERT INTO Quests (QuestID, Title, Description, Status, Rewards, QuestGiverID, Notes) VALUES (QuestSeq.NEXTVAL, 'Retrieve the Book', 'Retrieve the stolen book from the thieves.', 'Open', '75 gold', 20, 'Book is very important.');

**Inserții pentru Tabelul Spells**

INSERT INTO Spells (SpellID, Spell\_Name, Spell\_Level, School, Description, CharacterID) VALUES (SpellSeq.NEXTVAL, 'Fireball', 3, 'Evocation', 'A ball of fire that explodes on impact.', 1);

INSERT INTO Spells (SpellID, Spell\_Name, Spell\_Level, School, Description, CharacterID) VALUES (SpellSeq.NEXTVAL, 'Heal', 6, 'Necromancy', 'A spell that heals injuries.', 2);

INSERT INTO Spells (SpellID, Spell\_Name, Spell\_Level, School, Description, CharacterID) VALUES (SpellSeq.NEXTVAL, 'Invisibility', 2, 'Illusion', 'A spell that# Documentație pentru Fișierul `PROIECT.sql` 📜

## Index

1. [Introducere](#introducere)

2. [Secvențe pentru Chei Primare](#secvențe-pentru-chei-primare)

3. [Tabele](#tabele)

- [Tabelul `Players`](#tabelul-players)

- [Tabelul `Characters`](#tabelul-characters)

- [Tabelul `NPCs`](#tabelul-npcs)

- [Tabelul `Monsters`](#tabelul-monsters)

- [Tabelul `Locations`](#tabelul-locations)

- [Tabelul `Quests`](#tabelul-quests)

- [Tabelul `Items`](#tabelul-items)

- [Tabelul `Spells`](#tabelul-spells)

- [Tabelul `Encounters`](#tabelul-encounters)

- [Tabelul `Events`](#tabelul-events)

- [Tabele de Legătură](#tabele-de-legătură)

4. [Inserții de Date](#inserții-de-date)

5. [Interogări SQL](#interogări-sql)

## Introducere

Acest fișier SQL este destinat gestionării unei baze de date pentru un joc de rol (RPG). Fișierul definește tabelele pentru jucători, personaje, NPC-uri, monștri, locații, misiuni, obiecte, vrăji, întâlniri și evenimente, precum și inserțiile inițiale de date. De asemenea, sunt incluse interogări SQL pentru a extrage informații specifice din baza de date.

## Secvențe pentru Chei Primare

Secvențele sunt utilizate pentru a genera valori unice pentru cheile primare ale tabelelor.

```sql

CREATE SEQUENCE PlayerSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE CharacterSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE NPCSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE MonsterSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE LocationSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE QuestSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE ItemSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE SpellSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE EncounterSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE EventSeq START WITH 1 INCREMENT BY 1;

CREATE SEQUENCE CampaignSeq START WITH 1 INCREMENT BY 1;

**Tabele**

**Tabelul Players**

Tabelul Players stochează informații despre jucători.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| PlayerID | INT (PK) | ID unic pentru jucător |
| Name | VARCHAR2(100) | Numele jucătorului |
| ContactInfo | VARCHAR2(255) | Informații de contact |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Players (

PlayerID INT PRIMARY KEY,

Name VARCHAR2(100),

ContactInfo VARCHAR2(255),

Notes CLOB

);

**Tabelul Characters**

Tabelul Characters stochează informații despre personaje.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| CharacterID | INT (PK) | ID unic pentru personaj |
| PlayerID | INT (FK) | ID-ul jucătorului asociat |
| Char\_Name | VARCHAR2(100) | Numele personajului |
| Race | VARCHAR2(50) | Rasa personajului |
| Char\_Class | VARCHAR2(50) | Clasa personajului |
| Char\_Level | INT | Nivelul personajului |
| Alignment | VARCHAR2(20) | Aliniament |
| Background | VARCHAR2(100) | Fundalul personajului |
| HitPoints | INT | Puncte de viață |
| ArmorClass | INT | Clasa de armură |
| Strength | INT | Putere |
| Dexterity | INT | Dexteritate |
| Constitution | INT | Constituție |
| Intelligence | INT | Inteligență |
| Wisdom | INT | Înțelepciune |
| Charisma | INT | Carismă |
| Skills | CLOB | Abilități |
| Inventory | CLOB | Inventar |
| Spells | CLOB | Vrăji |
| PlayerID | INT | Referință la Players (FK) |

**SQL pentru crearea tabelului:**

CREATE TABLE Characters (

CharacterID INT PRIMARY KEY,

PlayerID INT,

Char\_Name VARCHAR2(100),

Race VARCHAR2(50),

Char\_Class VARCHAR2(50),

Char\_Level INT,

Alignment VARCHAR2(20),

Background VARCHAR2(100),

HitPoints INT,

ArmorClass INT,

Strength INT,

Dexterity INT,

Constitution INT,

Intelligence INT,

Wisdom INT,

Charisma INT,

Skills CLOB,

Inventory CLOB,

Spells CLOB,

FOREIGN KEY (PlayerID) REFERENCES Players(PlayerID)

);

**Tabelul NPCs**

Tabelul NPCs stochează informații despre personajele non-jucător (NPC-uri).

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| NPCID | INT (PK) | ID unic pentru NPC |
| NPC\_Name | VARCHAR2(100) | Numele NPC-ului |
| NPC\_Role | VARCHAR2(50) | Rolul NPC-ului |
| Race | VARCHAR2(50) | Rasa NPC-ului |
| NPC\_Class | VARCHAR2(50) | Clasa NPC-ului |
| NPC\_Description | CLOB | Descrierea NPC-ului |
| LocationID | INT (FK) | ID-ul locației asociate |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE NPCs (

NPCID INT PRIMARY KEY,

NPC\_Name VARCHAR2(100),

NPC\_Role VARCHAR2(50),

Race VARCHAR2(50),

NPC\_Class VARCHAR2(50),

NPC\_Description CLOB,

LocationID INT,

Notes CLOB,

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabelul Monsters**

Tabelul Monsters stochează informații despre monștri.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| MonsterID | INT (PK) | ID unic pentru monstru |
| Name | VARCHAR2(100) | Numele monstrului |
| Type | VARCHAR2(50) | Tipul monstrului |
| HitPoints | INT | Puncte de viață |
| ArmorClass | INT | Clasa de armură |
| Strength | INT | Putere |
| Dexterity | INT | Dexteritate |
| Constitution | INT | Constituție |
| Intelligence | INT | Inteligență |
| Wisdom | INT | Înțelepciune |
| Charisma | INT | Carismă |
| Skills | CLOB | Abilități |
| Actions | CLOB | Acțiuni |
| ChallengeRating | FLOAT | Grad de provocare |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Monsters (

MonsterID INT PRIMARY KEY,

Name VARCHAR2(100),

Type VARCHAR2(50),

HitPoints INT,

ArmorClass INT,

Strength INT,

Dexterity INT,

Constitution INT,

Intelligence INT,

Wisdom INT,

Charisma INT,

Skills CLOB,

Actions CLOB,

ChallengeRating FLOAT,

Notes CLOB

);

**Tabelul Locations**

Tabelul Locations stochează informații despre locații.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| LocationID | INT (PK) | ID unic pentru locație |
| Name | VARCHAR2(100) | Numele locației |
| Description | CLOB | Descrierea locației |
| Region | VARCHAR2(100) | Regiunea locației |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Locations (

LocationID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

Region VARCHAR2(100),

Notes CLOB

);

**Tabelul Quests**

Tabelul Quests stochează informații despre misiuni.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| QuestID | INT (PK) | ID unic pentru misiune |
| Title | VARCHAR2(100) | Titlul misiunii |
| Description | CLOB | Descrierea misiunii |
| Status | VARCHAR2(20) | Stadiul misiunii |
| Rewards | CLOB | Recompensele misiunii |
| QuestGiverID | INT (FK) | ID-ul NPC-ului care dă misiunea |
| Notes | CLOB | Note adiționale |

**SQL pentru crearea tabelului:**

CREATE TABLE Quests (

QuestID INT PRIMARY KEY,

Title VARCHAR2(100),

Description CLOB,

Status VARCHAR2(20),

Rewards CLOB,

QuestGiverID INT,

Notes CLOB,

FOREIGN KEY (QuestGiverID) REFERENCES NPCs(NPCID)

);

**Tabelul Items**

Tabelul Items stochează informații despre obiecte.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| ItemID | INT (PK) | ID unic pentru obiect |
| Name | VARCHAR2(100) | Numele obiectului |
| Type | VARCHAR2(50) | Tipul obiectului |
| Description | CLOB | Descrierea obiectului |
| Effects | CLOB | Efectele obiectului |
| Value | INT | Valoarea obiectului |
| OwnerID | INT (FK) | ID-ul personajului care deține obiectul |

**SQL pentru crearea tabelului:**

CREATE TABLE Items (

ItemID INT PRIMARY KEY,

Name VARCHAR2(100),

Type VARCHAR2(50),

Description CLOB,

Effects CLOB,

Value INT,

OwnerID INT,

FOREIGN KEY (OwnerID) REFERENCES Characters(CharacterID)

);

**Tabelul Spells**

Tabelul Spells stochează informații despre vrăji.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| SpellID | INT (PK) | ID unic pentru vrajă |
| Spell\_Name | VARCHAR2(100) | Numele vrajei |
| Spell\_Level | INT | Nivelul vrajei |
| School | VARCHAR2(50) | Școala de magie |
| Description | CLOB | Descrierea vrajei |
| CharacterID | INT (FK) | ID-ul personajului care cunoaște vrajă |

**SQL pentru crearea tabelului:**

CREATE TABLE Spells (

SpellID INT PRIMARY KEY,

Spell\_Name VARCHAR2(100),

Spell\_Level INT,

School VARCHAR2(50),

Description CLOB,

CharacterID INT,

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID)

);

**Tabelul Encounters**

Tabelul Encounters stochează informații despre întâlniri.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| EncounterID | INT (PK) | ID unic pentru întâlnire |
| Name | VARCHAR2(100) | Numele întâlnirii |
| Description | CLOB | Descrierea întâlnirii |
| LocationID | INT (FK) | ID-ul locației asociate |

**SQL pentru crearea tabelului:**

CREATE TABLE Encounters (

EncounterID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

LocationID INT,

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabelul Events**

Tabelul Events stochează informații despre evenimente.

| **Coloană** | **Tip** | **Descriere** |
| --- | --- | --- |
| EventID | INT (PK) | ID unic pentru eveniment |
| Name | VARCHAR2(100) | Numele evenimentului |
| Description | CLOB | Descrierea evenimentului |
| EventDate | DATE | Data evenimentului |
| LocationID | INT (FK) | ID-ul locației asociate |

**SQL pentru crearea tabelului:**

CREATE TABLE Events (

EventID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

EventDate DATE,

LocationID INT,

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabele de Legătură**

Aceste tabele de legătură gestionează relațiile many-to-many dintre diverse entități.

**Tabelul CharacterQuests**

CREATE TABLE CharacterQuests (

CharacterID INT,

QuestID INT,

PRIMARY KEY (CharacterID, QuestID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID)

);

**Tabelul CharacterEncounters**

CREATE TABLE CharacterEncounters (

CharacterID INT,

EncounterID INT,

PRIMARY KEY (CharacterID, EncounterID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID),

FOREIGN KEY (EncounterID) REFERENCES Encounters(EncounterID)

);

**Tabelul CharacterEvents**

CREATE TABLE CharacterEvents (

CharacterID INT,

EventID INT,

PRIMARY KEY (CharacterID, EventID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID),

FOREIGN KEY (EventID) REFERENCES Events(EventID)

);

**Tabelul QuestNPCs**

CREATE TABLE QuestNPCs (

QuestID INT,

NPCID INT,

PRIMARY KEY (QuestID, NPCID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID),

FOREIGN KEY (NPCID) REFERENCES NPCs(NPCID)

);

**Tabelul QuestLocations**

CREATE TABLE QuestLocations (

QuestID INT,

LocationID INT,

PRIMARY KEY (QuestID, LocationID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID),

FOREIGN KEY (LocationID) REFERENCES Locations(LocationID)

);

**Tabelul EncounterMonsters**

CREATE TABLE EncounterMonsters (

EncounterID INT,

MonsterID INT,

PRIMARY KEY (EncounterID, MonsterID),

FOREIGN KEY (EncounterID) REFERENCES Encounters(EncounterID),

FOREIGN KEY (MonsterID) REFERENCES Monsters(MonsterID)

);

**Tabelul Campaigns**

CREATE TABLE Campaigns (

CampaignID INT PRIMARY KEY,

Name VARCHAR2(100),

Description CLOB,

StartDate DATE,

EndDate DATE,

CurrentLocationID INT,

Notes CLOB,

FOREIGN KEY (CurrentLocationID) REFERENCES Locations(LocationID)

);

**Tabelul CampaignCharacters**

CREATE TABLE CampaignCharacters (

CampaignID INT,

CharacterID INT,

PRIMARY KEY (CampaignID, CharacterID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (CharacterID) REFERENCES Characters(CharacterID)

);

**Tabelul CampaignNPCs**

CREATE TABLE CampaignNPCs (

CampaignID INT,

NPCID INT,

PRIMARY KEY (CampaignID, NPCID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (NPCID) REFERENCES NPCs(NPCID)

);

**Tabelul CampaignMonsters**

CREATE TABLE CampaignMonsters (

CampaignID INT,

MonsterID INT,

PRIMARY KEY (CampaignID, MonsterID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (MonsterID) REFERENCES Monsters(MonsterID)

);

**Tabelul CampaignQuests**

CREATE TABLE CampaignQuests (

CampaignID INT,

QuestID INT,

PRIMARY KEY (CampaignID, QuestID),

FOREIGN KEY (CampaignID) REFERENCES Campaigns(CampaignID),

FOREIGN KEY (QuestID) REFERENCES Quests(QuestID)

);



