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This database consists of a variety of different creatures, (15 different types) and three different possible environments (including "home" environments for each creature -- this is the place where they are able to evolve, and they can't evolve unless they are at this place.) The creature table is where most of the updates are going to be made by the user: as it holds the creature's health, as well as where it currently is in the evolvio universe. Health is the condition which allows the creatures to evolve, or to die. The environmental conditions (ie different disasters in each environment) along with the availability of food and type of food consumed, are going to affect the creature's health. The user can update their creature's health based on food availability, and whether the creature has been affected by disaster. Additionally, most creatures have a predator. Only consumption of a creature's specific "evolve food" will allow it to evolve to its final form, although it may eat other foods in its environment. The user can see the availability of certain foods in the environment, as well as other creatures. It is important for the user to see the foods because their creature won't progress without the specific food it requires. The evolve food for some creatures is a smaller creature, so some sacrifices have to be made. The user can also interact with the database in finding how close their creature is to being fully evolved. This is a factor they can check, as well as checking whether their creature is alive or dead (by looking at the health number.) Looking at the food table tells the user how much food has been consumed in a particular environment, how much is left, and the types of food for each environment. Looking at environment, they can see possible dangers, as well as see how the evolve num is affected by these dangers.