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Project Proposal

RPG Database – Masks

For the final project, I plan to create a database for characters for Masks, a table-top RPG. In the game, you are playing a young team of super heroes protecting the city and bigger. Think Young Justice or Teen Titans. Player will control a character with an unique playbook (class) with special abilities. When you want to do something either confront a villain, protect a teammate, or solve a puzzle, you roll based on the labels and conditions. Labels are how your character view themselves: Danger, Freak, Savior, Superior, Mundane. Labels can be -2 to 3 Conditions are negatives to your rolls until the character does something to resolve or prove them wrong. The conditions are: Afraid, Angry, Guilty, Hopeless, and Hopeless. All five give -2 to certain rolls. Each playbook have unique moment of truth (ultimate to overcome impossible odds), team moves, potential (exp), advancement, and abilities (such as super speed, strength, martial arts, fireball), influence over people and people who have influence over you, and unique moves. I will try to add the unique moves to the database but each playbook have their own rules on this so it may be too big.

Entities:

* Characters – Different Characters of the game with unique playbook. potential, labels, relationship
* Conditions – List of conditions, and what they do
* Campaign – the campaign you are playing in, name
* Playbook - Name of playbook, starting labels

Relationships:

* Characters have conditions, many to many, characters can have multiple conditions and characters can have the same condition
* Characters have influence over other characters, many to many, characters can have influence over multiple characters and multiple characters can have influence over the same character.
* Character to playbook. 1 to many. Characters will have a single playbook while many can have the same playbook character must have a playbook
* Campaign to characters, 1 to many, a campaign may have many characters but a character may have only 1 campaign. character must be in a campaign