**관계 데이터 모델 제3정규형으로 변환**

**(오렌지색이 추가된 릴레이션)**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **hero** | | | | | | | | | |
| name | role | difficulty | age | gender | hp | base\_of\_operation | ultimate | ability | weapon |

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| --- | --- |
| **ultimate** | |
| ultimate | ultimate\_weapon |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **player** | | | | | | | |
| battletag | account\_create\_year | account\_create\_month | account\_create\_day | level | endorsement\_level | rankgame\_score | nickname |

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| **level** | |
| level | level\_boundary |

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| --- | --- |
| **tear** | |
| rankgame\_score | tear |

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| --- | --- | --- | --- |
| **achievement** | | | |
| name | type | section | reward\_spray |

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| **battlefield** | | |
| name | type | city |

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| **city** | |
| city | is\_existing\_city |

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| **arcade** | |
| name | number\_of\_players |

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| --- | --- | --- | --- |
| **patch\_note** | | | |
| year | month | day | number\_of\_patches |

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| --- | --- | --- | --- |
| **emotion** | | | |
| name | h\_name | price | grade |

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| **spray** | | | |
| name | h\_name | price | grade |

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| **victory\_pose** | | | |
| name | h\_name | price | grade |

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| **skin** | | | | |
| name | h\_name | price | grade | concept |

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| --- | --- |
| **concept** | |
| concept | is\_league |

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| **voice** | | | |
| name | h\_name | price | grade |

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| **highlight** | | | |
| name | h\_name | price | grade |

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| **replay** | | | | |
| code | p\_battletag | game\_mode | game\_time | result |

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| **make\_a\_friend** | |
| p1\_battletag | p2\_battletag |

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| **achieve** | |
| p\_battletag | a\_name |

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| **get\_emotion** | | |
| p\_battletag | emotion\_name | h\_name |

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| **get\_spray** | | |
| p\_battletag | spray\_name | h\_name |

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| **get\_victory\_pose** | | |
| p\_battletag | vp\_name | h\_name |

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| **get\_skin** | | |
| p\_battletag | skin\_name | h\_name |

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| --- | --- | --- |
| **get\_voice** | | |
| p\_battletag | voice\_name | h\_name |

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| --- | --- | --- |
| **get\_highlight** | | |
| p\_battletag | highlight\_name | h\_name |

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| **play** | | |
| player\_battletag | hero\_name | play\_time |

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| **patched\_hero** | | | |
| h\_name | p\_year | p\_month | p\_day |

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| **patched\_battlefield** | | | |
| b\_name | p\_year | p\_month | p\_day |

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| **include** | |
| b\_name | arcade\_name |

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| --- | --- |
| **choice\_unable** | |
| arcade\_name | h\_name |

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| **hero\_base\_of\_operation** | |
| h\_name | base\_of\_operation |

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| --- | --- |
| **hero\_ability** | |
| h\_name | ability |

|  |  |
| --- | --- |
| **hero\_weapon** | |
| h\_name | weapon |