Relational Schema

Character (ChID, ChName, Exp, Base_HP)

User_Character (ChID, InID)

Level (Level_num, Exp)

Item (ItID, ItName)

Healing_Item (ItID, HP_Healed)

Weapon_Changer (ItID, Amt_Changed, Weapon_Type)

Level_Multiplier (Level_num, Damage_Multiplier, HP_Multiplier)

Weapon (WeID, Weapon_Type, WeName, Attack_Name, Base_Damage)

Weapon_Type (Weapon_Type)

Has(ChID, WeID)

Inventory(InID, ItID)
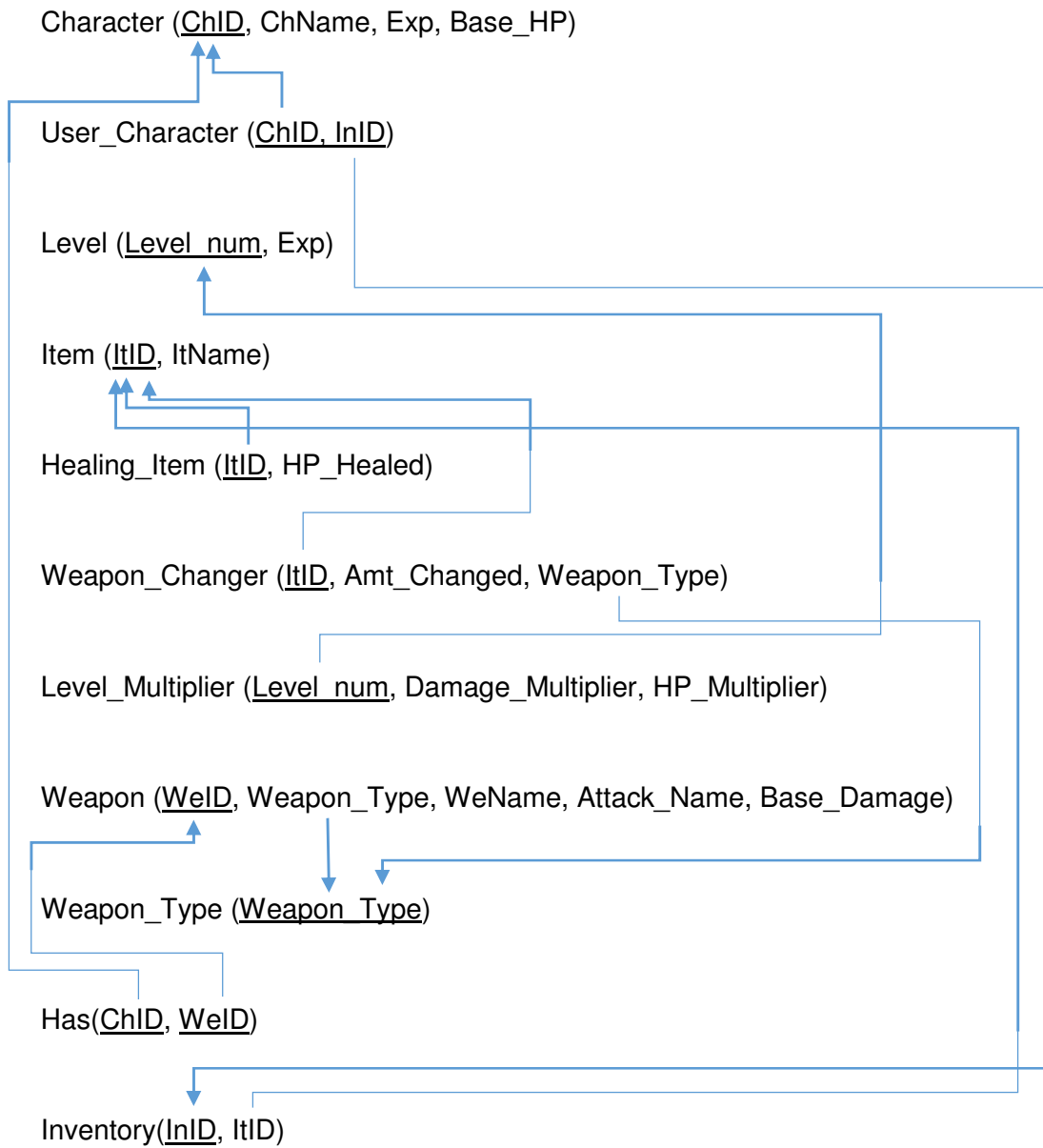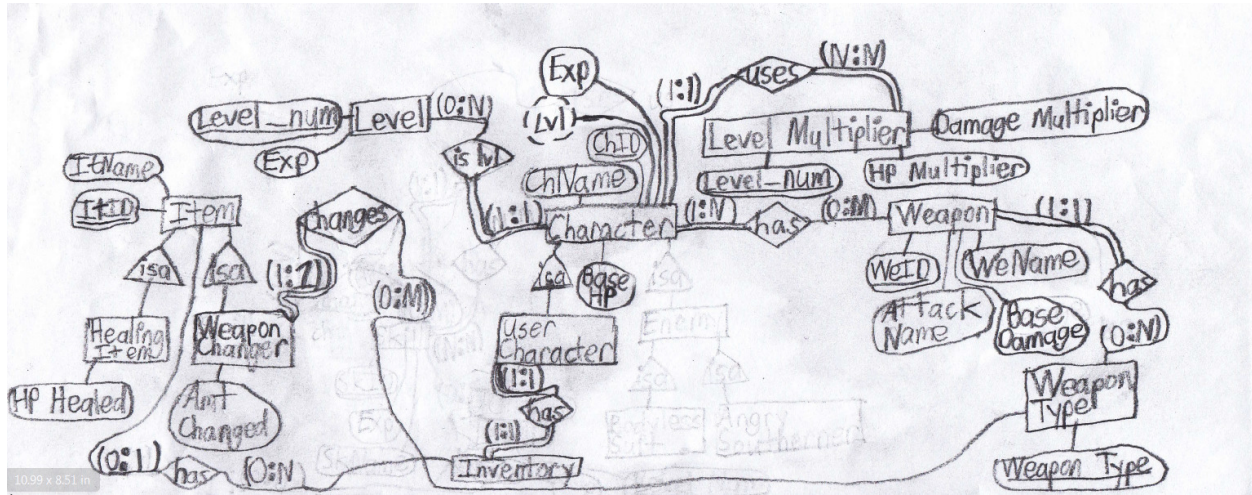
Updated ER

Changes Made:
- Weapon Changer's relationship with Weapon type adjusted, Weapon Changer side now indicates (1:1), whereas before it was (1:N)