Database Programming Memo

**Subject:** Project Idea

**To:** Andre Boudreau

**From:** Shane White

**Cc:** N/A

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My idea was to create a Pokémon-centered program. The three tables I was planning to use were the Pokémon itself, the trainer that owns the Pokémon, and the battles that the Pokémon take part in. My many-to-many is to be between Pokémon and battles, as every Pokémon can be in many battles, and a battle can have more than one Pokémon. The table connecting the many-to-many and allowing the database to be compatible for normalization will be the Party/Team table.

Here are some of the business rules:

1. A team cannot have less than 1 Pokémon
2. A team cannot have more than 6 Pokémon
3. A battle can have two teams
4. Both teams cannot have the same trainer