Project Outline and Database Outline - Updated Version:

Project Outline

This is a database of a fictional world called Generic. The world is divided into regions collectively known as Wheresits. The inhabitants are called Whosits. The planet requires maintenance and upkeep in order for it to continue existing. These tasks or jobs are known as Whatsits. Wheresits do not require Whatsits or Whosits. A Whatsit can be done at any Wheresit and still effectively help sustain the planet, and a Whosit can perform any of its Whatsits at any Wheresit. The only relationship a Wheresit has with any of the other entities is it represents where the Whosit came from. It has no relationship with any of the other entities. The inhabitants of Generic are overseen by a higher being that assigns each Whosit a Whysit, which is similar to the concept of a human being's destiny or reason for existence. A Whosit's Whysit may or may not align with the Whosit's Whatsit. Each Whosit also has an emotional state, or Howsit.

Database Outline, in Words

Entities:

- whosit: This entity represents a being in the world of Generic. A Whosit consists of the following attributes:
    - id: An int automatically assigned to the Whosit at the time the Whosit is added to the database. The value auto-increments, and it is the primary key.
    - name: A string of max 100 characters that represents the Whosit's name. It cannot be blank, and there is no default.
    - home: An int that corresponds to the ID of a Wheresit representing the home region of the Whosit. It cannot be blank, and there is no default.
    - destiny: An int that corresponds to the ID of a Whysit that represents the true destiny of the Whosit. It cannot be blank, and there is no default.
- whatsit: This entity represents a job/task/role that the planet requires to continue existing. A Whatsit consists of the following attributes:
    - id: An int automatically assigned to the Whatsit at the time the Whatsit is added to the database. The value auto-increments, and it is the primary key.
    - name: A string of max 20 characters that represents what the job is called. It cannot be blank, and there is no default.
    - importance: An int that represents how important the task is to the functioning of the planet on a scale from 0 to 100, 0 being least important, 100 being absolutely essential. The default value is 0.
- wheresit: This entity represents a part of the world of Generic. A Wheresit consists of the following attributes:
    - id: An int automatically assigned to the Wheresit at the time the Wheresit is added to the database. The value auto-increments, and it is the primary key.

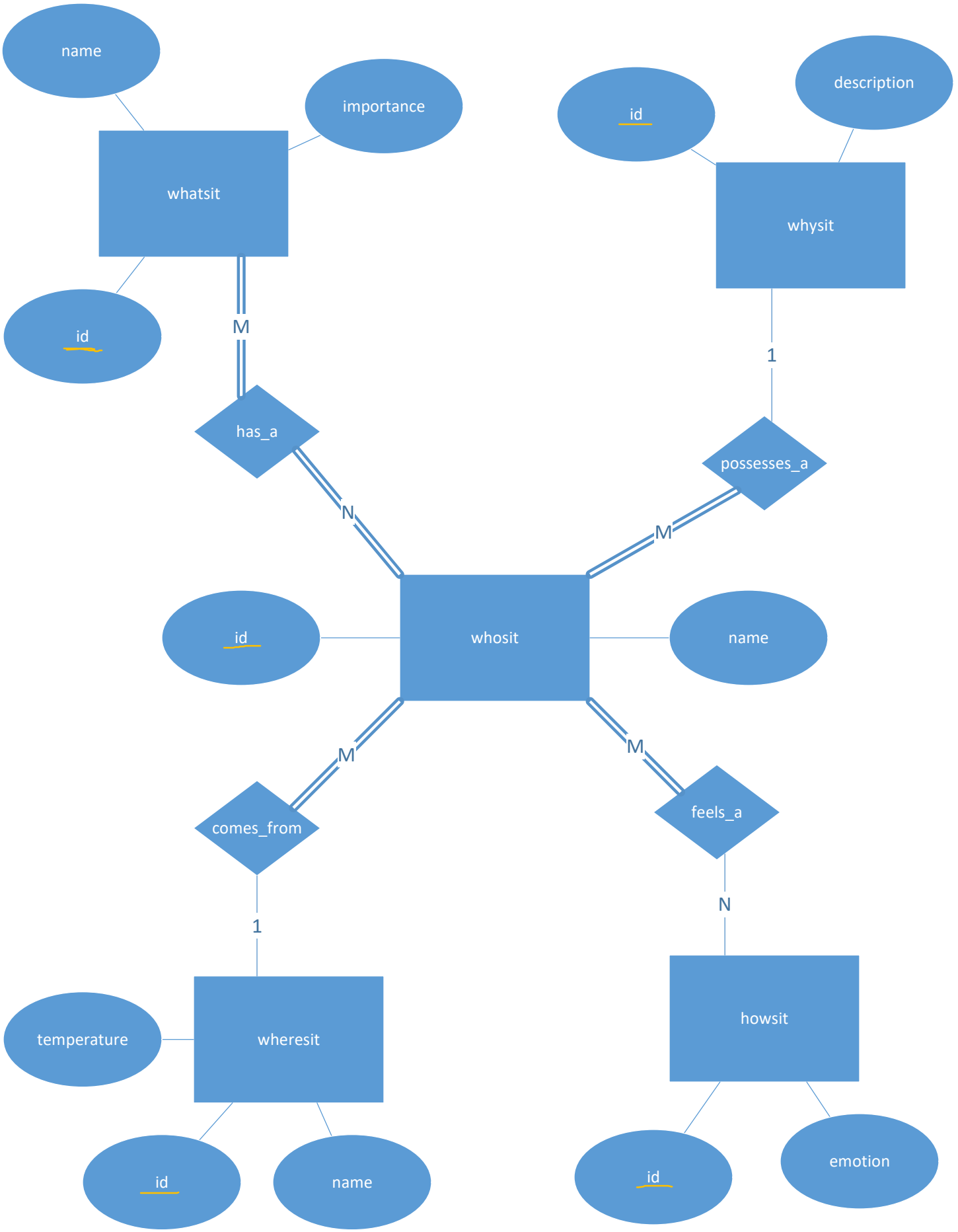
    - name: A string of max 20 characters that represents what the region is called. It cannot be blank, and there is no default.
    - temperature: An int that represents the temperature of the region using a scale from 0 to 100, 0 being coldest, 100 being hottest. The default value is 50.
- whysit: This entity represents the destiny assigned by a higher being to a Whosit. A Whysit is the true reason a Whosit exists. A Whysit consists of the following attributes:
    - id: An int automatically assigned to the Whysit at the time the Whysit is added to the database. The value auto-increments, and it is the primary key.
    - description: A string of max 100 characters that describes the destiny or purpose. It cannot be blank, and there is no default.
- howsit: This entity represents the emotional state of a Whosit. A Howsit consists of the following attributes:
    - id: An int automatically assigned to the Howsit at the time the Howsit is added to the database. The value auto-increments, and it is the primary key.
    - emotion: A string of max 20 characters that represents an emotion. It cannot be blank, and there is no default.

Relationships:

- Whosit and Whatsit: Each Whosit has one or more Whatsits, and each Whatsit is done by one or more Whosits. This is a many-to-many relationship.
- Whosit and Wheresit: Each Whosit comes from one Wheresit, and each Wheresit can have zero or more Whosits. This is a one-to-many relationship.
- Whosit and Whysit: Each Whosit has one Whysit, and each Whysit has zero or more Whosits. This is a one-to-many relationship.
- Whosit and Howsit: Each Whosit has one or more Howsits, and each Howsit can be experienced by zero or more Whosits. This is a many-to-many relationship.

Entity-Relationship Diagram:

See next page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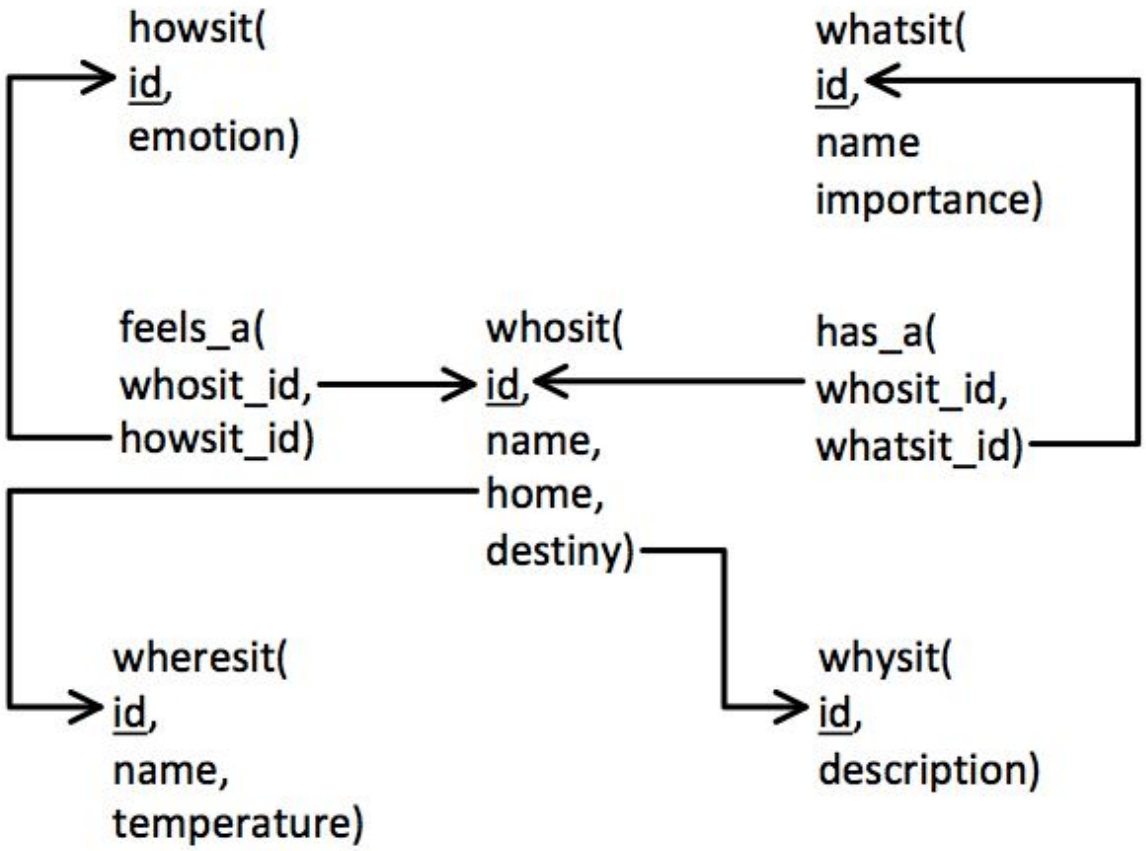
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