

# Re-Design: Database

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## Database Choice Update

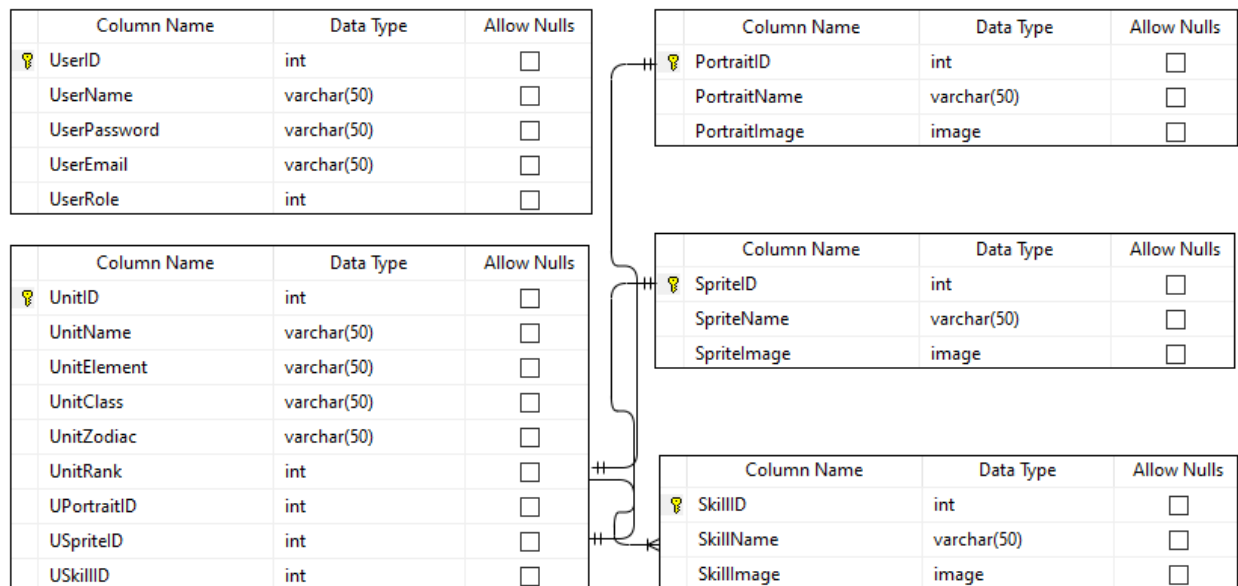
### *Same Database Technology – 1 Table Added*

I will still be using the same database technology moving forward with my project since my MVP will be utilizing relational tables that will call on each other. However, Instead of 4 tables, I may actually have 5 tables now but it will be a table separate from the 4 tables used on the Units page. The fifth table will be the User table that will hold the 1 initial Admin user account (me) and in the future implementations, the admin account of the Community Leader personas.

## Entity Relationship Diagram

### *Updated with User Table*

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## \*Unit Table

**Primary Key:** UserID

*Update to Database Re-Design*

This table will be separate from the other 4 tables. It will hold the user accounts, specifically, just the Admin accounts as basic users do not require an account to utilize the front-end sorting of the database. It will only have a primary key of UserID that will be checked for its existence and utilize the GET request when the user logs in.

## Unit Table

**Primary Key:** UnitID

**Foreign Key:** UPortraitID, USpriteID, USkillID

This table will be the master table that holds all the in-game unit's information. The table will contain 1 primary key and 3 foreign keys along with other varchar and int data type columns. Unit table will have a one-to-one relationship with the Portrait table and Sprite table while having a one-to-many relationship with Skill table.

## Portrait Table

**Primary Key:** PortraitID

This table contains the portrait image .png files that will display the units' image on the sortable table on the Units page. It will contain 1 primary key and 1 foreign key. This table has a one-to-one relationship with the Unit table.

## Sprite Table

**Primary Key:** SpriteID

This table contains the sprite image .png files that will display the units in game sprite on the unit-specific page. It will contain 1 primary key and 1 foreign key. This table has a one-to-one relationship with the Unit table.

## Skill Table

**Primary Key:** SkillID

This table contains the video .mp4 files that will be displayed on the skills section on the unit-specific page. It will contain 1 primary key and 1 foreign key. Each unit in the Unit table has 3 skill images. Therefore, this table has a one-to-many relationship with the Unit table.