Use Cases

1. Save game

Updates entity game states for current player based on ID in game states. Query updates whole row.

1. Collect Item

When a player is in room they have access to entity Key items. Those items are then picked up by the player which is add to entity Inventories. Then changes Key items property of collected to one. Means doesn’t exist in room entity.

1. Buy an Item

Takes what they have bought which could item, weapons, armor adds to their Inventory. Remove their purchase from entity shop inventory. Remove value of property price from shop inventory away from player’s money.

1. Enemy defeated

Take property from entity enemies adds that to property character inventory id in characters entity. This property is linked to entity named experience which then add to their experience. If that experience added to character push them into next level which figured out my query to find their level.

1. Attack enemy

Removes amount from the property health points in enemies entity with how much damage had dealt in either entity spells or weapons.

1. Archive saves

Once a week archive entity game states if person hasn’t change name from default new character and is two years old. These record are remove from game states entity added to archive entity.

1. Add new kingdom

Add new kingdom into entity kingdoms before add to kingdoms make a new record in elements entity. Then fill new recorded in kingdoms.