

CS340\_400\_S2020

Group 13

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Project: Animal Crossing Handbook

(The index of key files is in the README)

## **Executive Summary**

Removed Entity Museum because there is no any relationship with others

Step6 FeedBack: No DELETE and UPDATE

Fixed: Add DELETE and UPDATE for villagers

Step5 FeedBack: No ADD and READ

Fixed: Add ADD and READ for most of entities

Step4 FeedBack: No DMQ

Fixed: Add DMQ for part of things

Change:

Rebuild whole design

Step3: Feedback:

SeriesID of Villager and Furniture should be removed

Website feedback from peers on piazza

Focuses on UI not having a SELECT for every table

Make it more functional (Aware of this issue)

Graphic changes

Fixes:

Removed SeriesID from villager and furniture

Change:

Fixed the relationship between Furniture and Furniture Series to 1:M

Changed Recipe:Material to 1:M relationship because for every one recipe a user must have different material in order to build it.

Made some changes to the entities of the project getting rid of some in order to lighten the project a bit.

Step2:

Fixes:

The reason for switching over to this idea was due to because the last project we wanted wasn't super clear. After realizing more about what we wanted and possibly decided to make a database on Animal Crossing which is more towards something that's more fun and motivational. Became more clear what we wanted afterwards therefore improving the project as a whole.

## **Project and Database Outlines**

### **Project Outline**

Animal Crossing has been a phenomenal hit currently with it's perfect release date in a time of quarantine. And especially with a game that's meant to be soothing and relaxing it has a slow pace of gaming. Which in return means a player won't be able to view all 397 villagers in the game in order to make their ideal deserted island. This website will basically allow a user to create their perfect island with their favorite villagers along with the furniture series these villagers collect and the materials necessary for these furnitures (if applicable). Basically this site will be a simple website where you look for your favorite category of a villager (example: lazy turtle) and it'll find the villager for you. And you can choose to put the villager on your island with a max of 10 and it'll even save your deserted island.

Entity: Villager, Island, Furniture, Material, Recipe, Museum

## Database Outline

**Villager:** Entity for the villagers with all their information.

VillagerID: int, auto\_increment, not NULL, Primary Key

VillagerName: varchar, not NULL

VillagerPhrase: varchar, not NULL

VillagerGender: int, not NULL

VillagerPersonality: int, not NULL

VillagerSpecies: **int**

VillagerClothes: int, not NULL?

VillagerBirthday: **Str**

Relationship

1:1 to Island because every villager is unique to the user.

1:M to island or “settledVillager” because a same villager can be settled in different islands

**Materials:** Entity for all kinds of materials which can make a series of furniture

materialID: int, auto\_increment, not NULL, Primary Key

materialName: varchar, not NULL

Rarity: int, DEFAULT NULL

**Furniture:** Entity for all the different furnitures in the game.

FurnitureID: int, auto\_increment, not NULL, Primary Key

FurnitureSize: int

FurniturePriceSold: int

FurniturePriceBought: int

FurnitureSource: int

FurnitureCustomizable: int

## Relationship

1:M to Items of a Recipe because for every one recipe you can only have one type of furniture but can have 0 to 6 materials

**Furniture\_items:** Connect all furnitures and needed materials to made themselves

itemID: int, auto\_increment, not NULL, Primary Key

furnitureID: int, not NULL

materialID: int, not NULL

number(number of materials): int, not NULL

## RELATIONSHIP

M:M to Material because a furniture might be made by more than one kind of material and a kind of material can make at least one kind of furniture

**Island:** Connects all the information for Players and their Villagers basically the island itself in a way.

IslandID: int, auto\_increment, not NULL, Primary Key

IslandName: varchar, not NULL

VillagerID: int

UserID: int

## Relationship

M:M to User because it is all the different VillagerID's or entities in order to make sure that the user's island loads with their saves. Therefore to many user's there will also be many different villagers therefore making it a M:M relationship.

M:M to Villager because of the same reasons above, due to how it connects the user's specific settings to their certain villagers.

**settledVillager:** Connect villagers and islands

settledID: int, auto\_increment, not NULL, Primary Key

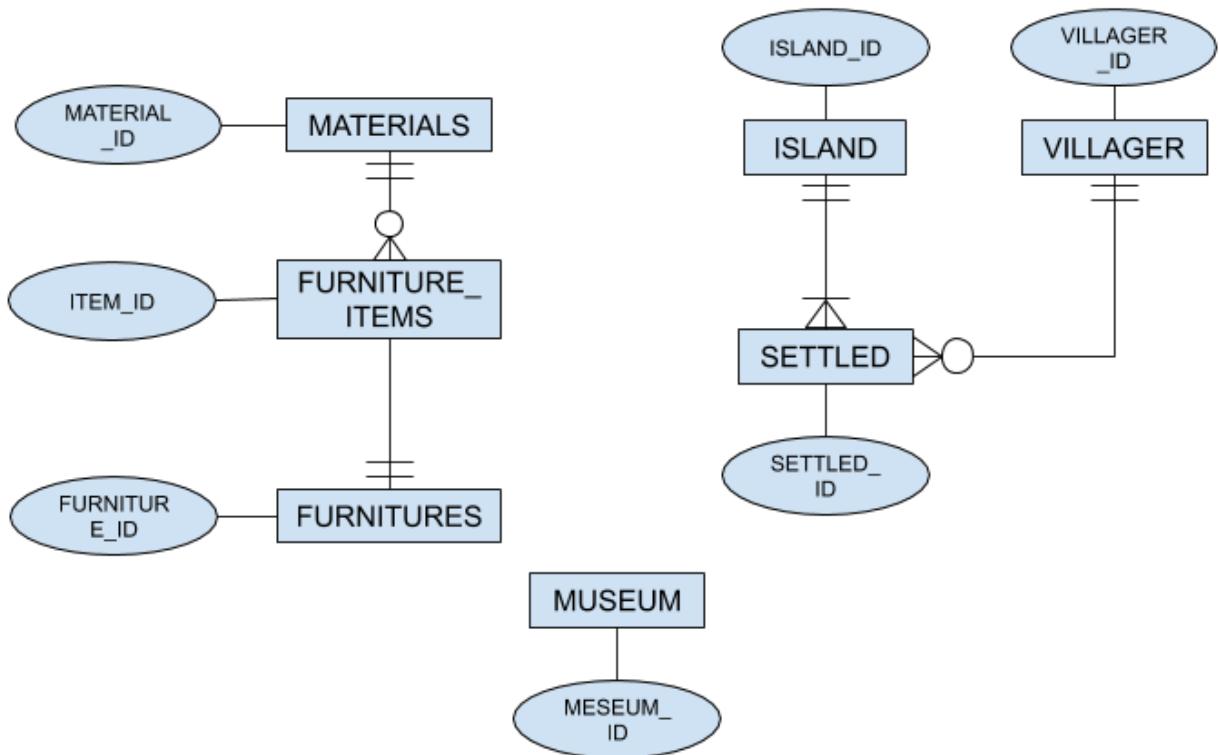
villagerID: int

islandID: int

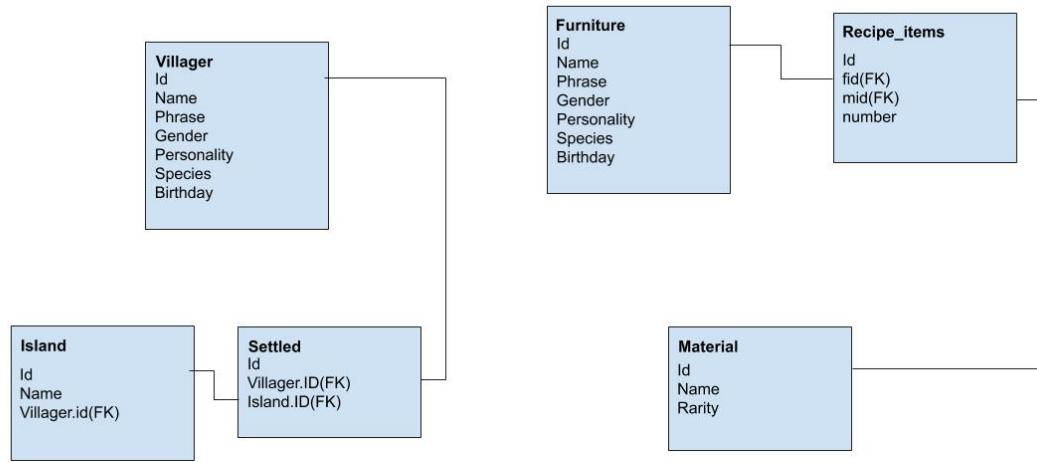
RELATIONSHIP:

M:1 to island because an island can have at most 10 settled villagers.

ERD



## Schema



## UI Screen Shots with Informative Titles

Did not finish **SEARCH**

### The Page of Villagers

The Page of Villagers							
Villager		Material		Furniture		Island	
				Animal Crossing		Museum	
	VillagerID:	<input type="text"/>	Name:	<input type="text"/>	Gender: Male	<input type="button" value="SEARCH"/>	
	Species:	NULL	Personality:	Lazy (Bonyari)	Phrase:		
Villager	Name	Gender	Species	Phrase	Personality	Birthday	Operation
	Admiral	FAMALE	Bull	aye aye	Jock (Hakihaki)	0127	EDIT DELETE
	Antonio	MALE	Alligator	honk	Jock (Hakihaki)	1020	EDIT DELETE
	test	FAMALE	Anteater	Nah	Cranky (Kowai)	0211	EDIT DELETE
	no_name	FAMALE	NULL	1	Jock (Hakihaki)	NULL	EDIT DELETE
	TEST_NAME	FAMALE	Alligator	HAHAHA	Jock (Hakihaki)	NULL	EDIT DELETE
	abcd	FAMALE	Alligator	ssssss	Cranky (Kowai)	NULL	EDIT DELETE
	NAME	Male	NULL	Phrase	Lazy (Bonyari)	MMDD	ADD

## The Page of Materials (JUST DISPLAY AND ADD)

The screenshot shows the 'Materials' screen from the game Animal Crossing: New Horizons. The top navigation bar includes tabs for 'Villager', 'Material' (which is selected), 'Furniture', 'Island', and 'Museum'. A search bar with the placeholder 'SEARCH' is located at the top right. Below the search bar is a small icon of a sack with a flower. There are three input fields: 'MaterialID:' (empty), 'Name:' (empty), and 'Rarity:' (set to 'NULL').

Name	Rarity	Operation
Tree branch	Very Common	EDIT DELETE
Soft Wood	Very Common	EDIT DELETE
iron nuggets	Very Common	EDIT DELETE
Sagittarius fragment	Seasonal	EDIT DELETE
Clay	NULL	EDIT DELETE
Wasp nest	NULL	EDIT DELETE
Bamboo shoot	NULL	EDIT DELETE
Gold nugget	NULL	EDIT DELETE
Black cosmos	Rare	EDIT DELETE
Conches	Common	EDIT DELETE
Wood	Very Common	EDIT DELETE
Hard Wood	Very Common	EDIT DELETE
Bamboo piece	Common	EDIT DELETE
NAME <input type="text"/>	<input type="button" value="NULL"/>	ADD

## The page of Furnitures(Just Display and ADD)

Name	Source	Price	Size	Recipe	Operation
Air circulator	Nook's Cranny	Buy: 1100 Sell: 275	1x1		<a href="#">EDIT</a> <a href="#">DELETE</a>
Acoustic guitar	DIY	Buy: 0 Sell: 3210	1x1	Soft Wood * 8 iron nuggets * 3	<a href="#">EDIT</a> <a href="#">DELETE</a>
Bamboo basket	DIY	Buy: 0 Sell: 1120	1x1	Bamboo piece * 7	<a href="#">EDIT</a> <a href="#">DELETE</a>
NAME	Nook's Cranny	0 0	1x1	0 *0 0 *0 0 *0 0 *0 0 *0 0 *0	<a href="#">ADD</a>

## The Page of Islands

Name	Villagers	Operation
My_ISLAND	1 2    1 2    1 2    1 2	<a href="#">Choose</a> <a href="#">Delete</a>

## The Page of Museum (DROPPED)

The screenshot shows the 'Museum' tab selected in the top navigation bar of the Animal Crossing: New Leaf game. The interface includes search filters for CritterID, Name, Species, Location, Time, and Value, and a SEARCH button. A villager character is visible on the left. The main area displays a table of items:

Name	Species	Location	Time	Value	Month	Operation
Common Butterfly	Bug	Flying	4AM – 7PM	160	September – June	<input type="button" value="Choose"/> <input type="button" value="Delete"/>
Bitterling	Fish	River	All day	900	November – March	<input type="button" value="Choose"/> <input type="button" value="Delete"/>