

CPSC 304 Project Cover Page

Milestone #: 4

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Group Number: 46

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

- **A short description of the final project, and what it accomplished.**

Our final project is a well functional web application with database backed, it is built for an online multiplayer role-playing game world(RPG). The system models complex relationships between players, pets, maps, enemies, items, NPCs, and missions, through using Oracle SQL to construct the database and PHP to implement the front-end interface.

- **A description of how your final schema differed from the schema you turned in. If the final schema differed, explain why.**

Our final schema is the same as the one we turned in.

You are expected to implement ten queries, specified below.

Each of the 10 queries must be different, and no query can be a subset of the other. For example, even if your Aggregation with HAVING query uses join(s), you must write and implement a separate query for join to get credit for it, and you can't just remove the Aggregation and HAVING clauses and use them for your join query.

For each item, the chosen query and table(s) should make sense given the context of the application. We want to see you have tried to think of meaningful queries.

Queries 1 to 6 inclusive may not be "hardcoded." That is, the completed SQL query cannot be written or saved before application runtime. The user must be able to input or select specific value(s) (specified in each query description) to be used in the query.

The variables that contain these values should be part of the SQL expression (e.g., :empNum in the expression WHERE empID = :empNum)

All the SQL queries below can be found under the file named "queries.sql" in the public_html folder.

1. Insert (Line 1-9)

```
INSERT INTO dropping_own_Items (item_name, equip_level, enemy_name,
player_id)
VALUES ('ShadowBlade', 18, 'OrcWarlord', 3); //Valid statement
```

Example that would cause a foreign key error (enemy does not exist)

```
INSERT INTO dropping_own_Items (item_name, equip_level, enemy_name,  
player_id) VALUES ('GhostBlade', 12, 'NonExistentEnemy', 3); //Foreign key error
```

2. Update (*Line 13-24*)

```
UPDATE dropping_own_Items  
SET enemy_name = 'FireDrake'  
WHERE item_name = 'ShadowBlade'; //Valid statement
```

Example that would cause a foreign key error by setting enemy name to a value that does not exist in dropping_own_Items

```
UPDATE dropping_own_Items  
SET enemy_name = 'FakeEnemy'  
WHERE item_name = 'IronSword'; //Foreign key error
```

3. Delete (*Line 28-31*)

```
DELETE FROM dropping_own_Items  
WHERE item_name = 'LeatherArmor';
```

4. Selection (*Line 36-45*)

```
SELECT player_id,  
       player_name,  
       player_level,  
       leader,  
       guild_id  
FROM join_Player  
WHERE player_level >= 3  
      AND leader = 'Y';
```

5. Projection (*Line 49-53*)

```
SELECT item_name,  
       enemy_name  
FROM dropping_own_Items;
```

6. Join (*Line 58-71*)

```
SELECT doi.item_name,  
       doi.equip_level,  
       he2.enemy_name,  
       he2.enemy_type,  
       m3.map_name  
FROM dropping_own_Items doi  
JOIN has_enemy2 he2  
  ON doi.enemy_name = he2.enemy_name  
JOIN Map3 m3  
  ON he2.map_name = m3.map_name  
WHERE m3.map_name = 'Murkfen';
```

7. Aggregation with GROUP BY (*Line 76-83*)

```
SELECT m3.map_name,  
       COUNT(he2.enemy_name) AS num_enemies  
FROM Map3 m3  
LEFT JOIN has_enemy2 he2  
  ON m3.map_name = he2.map_name  
GROUP BY m3.map_name;
```

Description: For each map, count the number of enemies (including maps with none)

8. Aggregation with HAVING (*Line 88-94*)

```
SELECT he2.map_name,  
       COUNT(*) AS num_enemies  
FROM has_enemy2 he2  
GROUP BY he2.map_name  
HAVING COUNT(*) >= 1;
```

Description: Only shows the maps that have at least one enemy.

9. Nested aggregation with GROUP BY (*Line 99-112*)

```
SELECT g.guild_name,  
       AVG(p.player_level) AS avg_player_level  
FROM Guild g  
JOIN join_Player p  
  ON g.guild_id = p.guild_id
```

```
GROUP BY g.guild_name
HAVING AVG(p.player_level) >= ALL (
    SELECT AVG(p2.player_level)
    FROM join_Player p2
    GROUP BY p2.guild_id);
```

Description: Find guild(s) whose average player level is greater than or equal to every other guild's average player level.

10.Division (*Line 117-132*)

```
SELECT p.player_id,
       p.player_name
FROM join_Player p
WHERE NOT EXISTS (
    SELECT m.map_name
    FROM Map3 m
    WHERE NOT EXISTS (
        SELECT *
        FROM explore e
        WHERE e.player_id = p.player_id
              AND e.map_name = m.map_name));
```

Description: Find players who have explored ALL maps in Map3 (Relational division: Player ÷ Map)

Below are the SQL queries for setting up the database and enabling the user to test queries.sql, they are all stored under a file named "setup.sql" inside the public_html folder.

```
DROP TABLE accept;
DROP TABLE has_Mission2;
DROP TABLE has_Mission1;
DROP TABLE know;
DROP TABLE NPC2;
DROP TABLE NPC1;
DROP TABLE Weapon;
DROP TABLE Armor;
DROP TABLE dropping_own_Items;
```

```
DROP TABLE has_enemy2;
DROP TABLE has_enemy1;
DROP TABLE explore;
DROP TABLE Map3;
DROP TABLE Map2;
DROP TABLE Map1;
DROP TABLE follow_Pet2;
DROP TABLE follow_Pet1;
DROP TABLE join_Player;
DROP TABLE Guild;
```

```
CREATE TABLE Guild(
    guild_level INTEGER,
    guild_id INT,
    guild_name VARCHAR(20),
    PRIMARY KEY (guild_id)
);
```

```
CREATE TABLE join_Player(
    player_id INTEGER PRIMARY KEY,
    player_name VARCHAR(20),
    player_level INTEGER CHECK (player_level >= 1),
    leader CHAR(1) CHECK (leader IN ('Y','N')),
    guild_id INT NOT NULL,
    FOREIGN KEY (guild_id) REFERENCES Guild(guild_id)
    ON DELETE CASCADE
);
```

```
CREATE TABLE follow_Pet1(
    breed VARCHAR(20) PRIMARY KEY,
    species VARCHAR(20)
);
```

```
CREATE TABLE follow_Pet2(
    pet_id INTEGER,
    pet_name VARCHAR(20),
    breed VARCHAR(20),
    player_id INTEGER NOT NULL,
```

```
PRIMARY KEY (pet_id, player_id),
UNIQUE (player_id),
FOREIGN KEY (breed) REFERENCES follow_Pet1(breed)
    ON DELETE CASCADE,
FOREIGN KEY (player_id) REFERENCES join_Player(player_id)
    ON DELETE CASCADE
);
```

```
CREATE TABLE Map1(
    entry_level    INTEGER PRIMARY KEY,
    Number_of_enemies INTEGER,
    CHECK (entry_level >= 1)
);
```

```
CREATE TABLE Map2(
    terrain    VARCHAR(20) PRIMARY KEY,
    entry_level INTEGER NOT NULL CHECK (entry_level >= 1),
    FOREIGN KEY (entry_level) REFERENCES Map1(entry_level)
        ON DELETE CASCADE
);
```

```
CREATE TABLE Map3(
    map_name VARCHAR(20) PRIMARY KEY,
    terrain VARCHAR(20),
    FOREIGN KEY (terrain) REFERENCES Map2(terrain)
        ON DELETE CASCADE
);
```

```
CREATE TABLE explore(
    number_of_visits INTEGER CHECK (number_of_visits >= 0),
    first_visited_date VARCHAR(20),
    player_id    INTEGER,
    map_name     VARCHAR(20),
    PRIMARY KEY (map_name, player_id),
    FOREIGN KEY (player_id) REFERENCES join_Player(player_id)
        ON DELETE CASCADE,
    FOREIGN KEY (map_name) REFERENCES Map3(map_name)
        ON DELETE CASCADE
);
```

);

```
CREATE TABLE has_enemy1(  
    enemy_type VARCHAR(20),  
    enemy_health INTEGER CHECK (enemy_health >= 0),  
    enemy_level INTEGER CHECK (enemy_level >= 1),  
    PRIMARY KEY (enemy_type, enemy_level)  
);
```

```
CREATE TABLE has_enemy2(  
    enemy_name VARCHAR(20) PRIMARY KEY,  
    enemy_level INTEGER CHECK (enemy_level >= 1) NOT NULL,  
    map_name VARCHAR(20),  
    enemy_type VARCHAR(20) NOT NULL,  
    FOREIGN KEY (map_name) REFERENCES Map3(map_name)  
        ON DELETE CASCADE,  
    FOREIGN KEY (enemy_type, enemy_level)  
        REFERENCES has_enemy1(enemy_type, enemy_level)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE dropping_own_Items (  
    item_name VARCHAR(20) PRIMARY KEY,  
    equip_level INTEGER,  
    enemy_name VARCHAR(20),  
    player_id INTEGER,  
    FOREIGN KEY (enemy_name) REFERENCES has_enemy2(enemy_name)  
        ON DELETE SET NULL,  
    FOREIGN KEY (player_id) REFERENCES join_Player(player_id)  
        ON DELETE SET NULL  
);
```

```
CREATE TABLE Weapon (  
    item_name VARCHAR(20) PRIMARY KEY,  
    durability INTEGER,  
    FOREIGN KEY (item_name) REFERENCES dropping_own_Items(item_name)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE Armor (  
    item_name VARCHAR(20) PRIMARY KEY,  
    health INTEGER,  
    FOREIGN KEY (item_name) REFERENCES dropping_own_Items(item_name)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE NPC1 (  
    age INTEGER PRIMARY KEY CHECK (age >= 1),  
    health INTEGER CHECK (health >= 1)  
);
```

```
CREATE TABLE NPC2 (  
    npc_name VARCHAR(20) PRIMARY KEY,  
    age INTEGER NOT NULL CHECK (age >= 1),  
    FOREIGN KEY (age) REFERENCES NPC1(age)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE know (  
    npc_name VARCHAR(20),  
    player_id INTEGER,  
    PRIMARY KEY (npc_name, player_id),  
    FOREIGN KEY (npc_name) REFERENCES NPC2(npc_name)  
        ON DELETE CASCADE,  
    FOREIGN KEY (player_id) REFERENCES join_Player(player_id)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE has_Mission1 (  
    mission_level INTEGER PRIMARY KEY CHECK (mission_level >= 0),  
    reward VARCHAR(50)  
);
```

```
CREATE TABLE has_Mission2 (  
    mission_name VARCHAR(20) PRIMARY KEY,  
    mission_level INTEGER,
```

```
npc_name    VARCHAR(20) NOT NULL,
FOREIGN KEY (mission_level) REFERENCES has_Mission1(mission_level)
    ON DELETE CASCADE,
FOREIGN KEY (npc_name) REFERENCES NPC2(npc_name)
    ON DELETE CASCADE
);

CREATE TABLE accept (
    mission_name VARCHAR(20),
    player_id    INTEGER,
    PRIMARY KEY (mission_name, player_id),
    FOREIGN KEY (mission_name) REFERENCES has_Mission2(mission_name)
        ON DELETE CASCADE,
    FOREIGN KEY (player_id) REFERENCES join_Player(player_id)
        ON DELETE CASCADE
);

insert into Guild values (2, 1, 'First');
insert into Guild values (4, 2, 'Second');
insert into Guild values (5, 3, 'Third');
insert into Guild values (5, 4, 'Fourth');
insert into Guild values (6, 5, 'Fifth');

insert into join_Player values (1, 'Alice', 1, 'Y', 1);
insert into join_Player values (2, 'Bob', 2, 'N', 1);
insert into join_Player values (3, 'David', 3, 'Y', 2);
insert into join_Player values (4, 'Jonny', 4, 'Y', 2);
insert into join_Player values (5, 'Kitty', 3, 'N', 3);

insert into follow_Pet1 values ('DireWolf', 'Wolf');
insert into follow_Pet1 values ('FireHawk', 'Bird');
insert into follow_Pet1 values ('ShadowCat', 'Feline');
insert into follow_Pet1 values ('IronBoar', 'Boar');
insert into follow_Pet1 values ('FrostBear', 'Bear');
insert into follow_Pet1 values ('StoneDog', 'Dog');
```

```
insert into follow_Pet2 values (1, 'Lupus', 'DireWolf', 1);
insert into follow_Pet2 values (2, 'Blaze', 'FireHawk', 2);
insert into follow_Pet2 values (3, 'Saber', 'ShadowCat',3);
insert into follow_Pet2 values (4, 'Tusk', 'IronBoar', 4);
insert into follow_Pet2 values (5, 'IcePaw', 'FrostBear',5);
```

```
insert into Map1 values (1, 10);
insert into Map1 values (5, 15);
insert into Map1 values (10, 20);
insert into Map1 values (15, 25);
insert into Map1 values (20, 30);
```

```
insert into Map2 values ('Forest', 1);
insert into Map2 values ('Desert', 5);
insert into Map2 values ('Mountain', 10);
insert into Map2 values ('Swamp', 15);
insert into Map2 values ('Volcano', 20);
```

```
insert into Map3 values ('Greenwood', 'Forest');
insert into Map3 values ('Sands of Time','Desert');
insert into Map3 values ('Iron Peaks', 'Mountain');
insert into Map3 values ('Murkfen', 'Swamp');
insert into Map3 values ('Lava Fields', 'Volcano');
```

```
insert into explore values (5, '2025-01-15', 1, 'Greenwood');
insert into explore values (3, '2025-02-10', 2, 'Sands of Time');
insert into explore values (7, '2025-03-05', 3, 'Iron Peaks');
insert into explore values (2, '2025-04-12', 4, 'Murkfen');
insert into explore values (4, '2025-05-20', 5, 'Lava Fields');
```

```
insert into has_enemy1 values ('Goblin', 50, 1);
insert into has_enemy1 values ('Troll', 100, 5);
insert into has_enemy1 values ('Orc', 150, 10);
insert into has_enemy1 values ('Dragon', 200, 15);
insert into has_enemy1 values ('Demon', 250, 20);
```

```
insert into has_enemy2 values ('Gobbo', 1, 'Greenwood', 'Goblin');
insert into has_enemy2 values ('TrollKing', 5, 'Sands of Time', 'Troll');
insert into has_enemy2 values ('OrcWarlord', 10, 'Iron Peaks', 'Orc');
insert into has_enemy2 values ('FireDrake', 15, 'Murkfen', 'Dragon');
insert into has_enemy2 values ('Hellspawn', 20, 'Lava Fields', 'Demon');
```

```
insert into dropping_own_Items values ('IronSword', 5, 'Gobbo', 1);
insert into dropping_own_Items values ('FireStaff', 10, 'TrollKing', 2);
insert into dropping_own_Items values ('WarAxe', 15, 'OrcWarlord', 3);
insert into dropping_own_Items values ('DragonBow', 20, 'FireDrake', 4);
insert into dropping_own_Items values ('DemonBlade', 25, 'Hellspawn', 5);
```

```
INSERT INTO dropping_own_Items VALUES ('OrcShield', 12, 'OrcWarlord', 3);
INSERT INTO dropping_own_Items VALUES ('OrcHelmet', 8, 'OrcWarlord', 3);
```

```
INSERT INTO dropping_own_Items VALUES ('GoblinDagger', 3, 'Gobbo', 1);
INSERT INTO dropping_own_Items VALUES ('GoblinHammer', 7, 'Gobbo', 2);
```

```
INSERT INTO dropping_own_Items VALUES ('TrollClub', 6, 'TrollKing', 2);
INSERT INTO dropping_own_Items VALUES ('DrakeFang', 18, 'FireDrake', 4);
INSERT INTO dropping_own_Items VALUES ('DemonHorn', 28, 'Hellspawn', 5);
INSERT INTO dropping_own_Items VALUES ('MythrilArmor', 30, NULL, NULL);
INSERT INTO dropping_own_Items VALUES ('ObsidianShield', 33, NULL, NULL);
```

```
insert into dropping_own_Items values ('LeatherArmor', 1, null, null);
insert into dropping_own_Items values ('ChainMail', 5, null, null);
insert into dropping_own_Items values ('PlateArmor', 10, null, null);
insert into dropping_own_Items values ('DragonScale', 15, null, null);
insert into dropping_own_Items values ('DemonHide', 20, null, null);
```

```
insert into Weapon values ('IronSword', 100);
insert into Weapon values ('FireStaff', 80);
insert into Weapon values ('WarAxe', 90);
insert into Weapon values ('DragonBow', 70);
```

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```
INSERT INTO Guild VALUES (3, 6, 'Sixth');
INSERT INTO Guild VALUES (7, 7, 'Seventh');
INSERT INTO Guild VALUES (8, 8, 'EliteGuard');
INSERT INTO Guild VALUES (9, 9, 'Mythic');
INSERT INTO Guild VALUES (10, 10, 'Legendary');
```

```
INSERT INTO join_Player VALUES (6, 'Eve', 5, 'N', 4);
INSERT INTO join_Player VALUES (7, 'Frank', 6, 'Y', 4);
INSERT INTO join_Player VALUES (8, 'Grace', 2, 'N', 5);
INSERT INTO join_Player VALUES (9, 'Helen', 7, 'Y', 6);
INSERT INTO join_Player VALUES (10, 'Ivan', 8, 'N', 7);
INSERT INTO join_Player VALUES (11, 'Judy', 4, 'N', 7);
INSERT INTO join_Player VALUES (12, 'Karl', 6, 'N', 8);
INSERT INTO join_Player VALUES (13, 'Liam', 9, 'Y', 9);
INSERT INTO join_Player VALUES (14, 'Mia', 3, 'N', 9);
INSERT INTO join_Player VALUES (15, 'Nina', 10, 'Y', 10);
```

```
INSERT INTO follow_Pet1 VALUES ('ThunderWolf', 'Wolf');
INSERT INTO follow_Pet1 VALUES ('SkySerpent', 'Serpent');
INSERT INTO follow_Pet1 VALUES ('NightStalker', 'Feline');
INSERT INTO follow_Pet1 VALUES ('StoneRam', 'Ram');
INSERT INTO follow_Pet1 VALUES ('VenomFang', 'Snake');
```

```
INSERT INTO follow_Pet2 VALUES (6, 'Storm', 'ThunderWolf', 6);
INSERT INTO follow_Pet2 VALUES (7, 'Nimbus', 'SkySerpent', 7);
INSERT INTO follow_Pet2 VALUES (8, 'Shade', 'NightStalker', 8);
INSERT INTO follow_Pet2 VALUES (9, 'Boulder', 'StoneRam', 9);
INSERT INTO follow_Pet2 VALUES (10, 'Fang', 'VenomFang', 10);
```

```
INSERT INTO Map1 VALUES (25, 40);
INSERT INTO Map1 VALUES (30, 50);
INSERT INTO Map1 VALUES (35, 60);
INSERT INTO Map1 VALUES (40, 75);
INSERT INTO Map1 VALUES (50, 100);
```

```
INSERT INTO Map2 VALUES ('CrystalCave', 25);
INSERT INTO Map2 VALUES ('FrozenTundra', 30);
INSERT INTO Map2 VALUES ('SkyRuins', 35);
```

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```
INSERT INTO Map2 VALUES ('ShadowRealm', 40);
```

```
INSERT INTO Map2 VALUES ('AncientValley', 50);
```

```
INSERT INTO Map3 VALUES ('Crystal Depths', 'CrystalCave');
```

```
INSERT INTO Map3 VALUES ('Frost Hollow', 'FrozenTundra');
```

```
INSERT INTO Map3 VALUES ('Temple of Winds', 'SkyRuins');
```

```
INSERT INTO Map3 VALUES ('Eternal Shade', 'ShadowRealm');
```

```
INSERT INTO Map3 VALUES ('Valley of Ancients', 'AncientValley');
```

```
INSERT INTO explore VALUES (6, '2025-06-01', 6, 'Crystal Depths');
```

```
INSERT INTO explore VALUES (4, '2025-06-03', 7, 'Frost Hollow');
```

```
INSERT INTO explore VALUES (5, '2025-06-05', 8, 'Temple of Winds');
```

```
INSERT INTO explore VALUES (3, '2025-06-10', 9, 'Eternal Shade');
```

```
INSERT INTO explore VALUES (7, '2025-06-12', 10, 'Valley of Ancients');
```

```
INSERT INTO has_enemy1 VALUES ('Wraith', 180, 25);
```

```
INSERT INTO has_enemy1 VALUES ('Golem', 300, 30);
```

```
INSERT INTO has_enemy1 VALUES ('Harpy', 120, 35);
```

```
INSERT INTO has_enemy1 VALUES ('Reaper', 400, 40);
```

```
INSERT INTO has_enemy1 VALUES ('AncientSpirit', 500, 50);
```

```
INSERT INTO has_enemy2 VALUES ('ShadowWraith', 25, 'Eternal Shade', 'Wraith');
```

```
INSERT INTO has_enemy2 VALUES ('TitanGolem', 30, 'Crystal Depths', 'Golem');
```

```
INSERT INTO has_enemy2 VALUES ('SkyHarpy', 35, 'Temple of Winds', 'Harpy');
```

```
INSERT INTO has_enemy2 VALUES ('SoulReaper', 40, 'Frost Hollow', 'Reaper');
```

```
INSERT INTO has_enemy2 VALUES ('PrimordialSpirit', 50, 'Valley of Ancients',  
'AncientSpirit');
```

```
INSERT INTO dropping_own_Items VALUES ('WraithBlade', 30, 'ShadowWraith', 6);
```

```
INSERT INTO dropping_own_Items VALUES ('GolemHammer', 35, 'TitanGolem', 7);
```

```
INSERT INTO dropping_own_Items VALUES ('HarpyWingbow', 40, 'SkyHarpy', 8);
```

```
INSERT INTO dropping_own_Items VALUES ('ReaperScythe', 45, 'SoulReaper', 9);
```

```
INSERT INTO dropping_own_Items VALUES ('SpiritOrb', 50, 'PrimordialSpirit', 10);
```

```
INSERT INTO dropping_own_Items VALUES ('SilverArmor', 12, NULL, NULL);
```

```
INSERT INTO dropping_own_Items VALUES ('GoldArmor', 18, NULL, NULL);
```

```
INSERT INTO dropping_own_Items VALUES ('CrystalShield', 22, NULL, NULL);
```

```
INSERT INTO dropping_own_Items VALUES ('WindCape', 16, NULL, NULL);
```

```
INSERT INTO Weapon VALUES ('WraithBlade', 150);
INSERT INTO Weapon VALUES ('GolemHammer', 200);
INSERT INTO Weapon VALUES ('HarpyWingbow', 120);
INSERT INTO Weapon VALUES ('ReaperScythe', 160);
INSERT INTO Weapon VALUES ('SpiritOrb', 250);
```

```
INSERT INTO Armor VALUES ('SilverArmor', 40);
INSERT INTO Armor VALUES ('GoldArmor', 60);
INSERT INTO Armor VALUES ('CrystalShield', 80);
INSERT INTO Armor VALUES ('WindCape', 35);
```

```
INSERT INTO NPC1 VALUES (20, 50);
INSERT INTO NPC1 VALUES (30, 60);
INSERT INTO NPC1 VALUES (40, 70);
INSERT INTO NPC1 VALUES (50, 80);
INSERT INTO NPC1 VALUES (60, 100);
```

```
INSERT INTO NPC2 VALUES ('Elder Rowan', 20);
INSERT INTO NPC2 VALUES ('Sage Mira', 30);
INSERT INTO NPC2 VALUES ('Hunter Vex', 40);
INSERT INTO NPC2 VALUES ('Guardian Talon', 50);
INSERT INTO NPC2 VALUES ('Oracle Lyra', 60);
```

```
INSERT INTO know VALUES ('Elder Rowan', 6);
INSERT INTO know VALUES ('Sage Mira', 7);
INSERT INTO know VALUES ('Hunter Vex', 8);
INSERT INTO know VALUES ('Guardian Talon', 9);
INSERT INTO know VALUES ('Oracle Lyra', 10);
```

```
INSERT INTO has_Mission1 VALUES (1, 'Collect herbs');
INSERT INTO has_Mission1 VALUES (2, 'Defeat mini-boss');
INSERT INTO has_Mission1 VALUES (3, 'Rescue villager');
INSERT INTO has_Mission1 VALUES (4, 'Protect caravan');
INSERT INTO has_Mission1 VALUES (5, 'Retrieve lost artifact');
```

```
INSERT INTO has_Mission2 VALUES ('HerbalRun', 1, 'Elder Rowan');
INSERT INTO has_Mission2 VALUES ('MiniBossHunt', 2, 'Hunter Vex');
```

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```
INSERT INTO has_Mission2 VALUES ('RescueCall', 3, 'Sage Mira');
INSERT INTO has_Mission2 VALUES ('CaravanGuard', 4, 'Guardian Talon');
INSERT INTO has_Mission2 VALUES ('AncientRecovery', 5, 'Oracle Lyra');
```

```
INSERT INTO accept VALUES ('HerbalRun', 6);
INSERT INTO accept VALUES ('MiniBossHunt', 7);
INSERT INTO accept VALUES ('RescueCall', 8);
INSERT INTO accept VALUES ('CaravanGuard', 9);
INSERT INTO accept VALUES ('AncientRecovery', 10);
```

```
INSERT INTO has_enemy2 VALUES ('GoblinScout', 1, 'Greenwood', 'Goblin');
INSERT INTO has_enemy2 VALUES ('TrollBrute', 5, 'Sands of Time', 'Troll');
INSERT INTO has_enemy2 VALUES ('DrakeMinion', 15, 'Murkfen', 'Dragon');
INSERT INTO has_enemy2 VALUES ('LesserDemon', 20, 'Lava Fields', 'Demon');
INSERT INTO has_enemy2 VALUES ('GolemGuardian', 30, 'Crystal Depths', 'Golem');
INSERT INTO has_enemy2 VALUES ('HarpyScreamer', 35, 'Temple of Winds', 'Harpy');
INSERT INTO has_enemy2 VALUES ('SpiritWatcher', 50, 'Valley of Ancients', 'AncientSpirit');
```

```
INSERT INTO explore VALUES (2, '2025-07-01', 1, 'Sands of Time');
INSERT INTO explore VALUES (3, '2025-07-02', 1, 'Iron Peaks');
INSERT INTO explore VALUES (1, '2025-07-03', 1, 'Murkfen');
INSERT INTO explore VALUES (4, '2025-07-04', 1, 'Lava Fields');
INSERT INTO explore VALUES (2, '2025-07-05', 1, 'Crystal Depths');
INSERT INTO explore VALUES (2, '2025-07-06', 1, 'Frost Hollow');
INSERT INTO explore VALUES (5, '2025-07-07', 1, 'Temple of Winds');
INSERT INTO explore VALUES (1, '2025-07-08', 1, 'Eternal Shade');
INSERT INTO explore VALUES (3, '2025-07-09', 1, 'Valley of Ancients');
```

```
INSERT INTO explore VALUES (4, '2025-07-01', 3, 'Greenwood');
INSERT INTO explore VALUES (2, '2025-07-02', 3, 'Sands of Time');
INSERT INTO explore VALUES (1, '2025-07-03', 3, 'Murkfen');
INSERT INTO explore VALUES (3, '2025-07-04', 3, 'Lava Fields');
INSERT INTO explore VALUES (2, '2025-07-05', 3, 'Crystal Depths');
INSERT INTO explore VALUES (3, '2025-07-06', 3, 'Frost Hollow');
INSERT INTO explore VALUES (4, '2025-07-07', 3, 'Temple of Winds');
INSERT INTO explore VALUES (2, '2025-07-08', 3, 'Eternal Shade');
INSERT INTO explore VALUES (3, '2025-07-09', 3, 'Valley of Ancients');
```