From peer review 3 pokemon, the reviewer provided a suggestion to create a many to many relationship between pokemon primary type and secondary type to pokemon. We are choosing to stay with a one to many relationship for primary type and secondary type to provide simplicity

From peer review 3 pokemon\_trainer relationship swapped in schema addressed above

From peer review 4 don’t overlap lines in schema in town relationship

From peer review 4 pokemon\_trainer relationship swapped in schema addressed above

From project feedback 1, we decided to make all the names of Pokemon consistent instead of Pokemon because it could cause some problems when coding the database with the special characters.  We decided to change change the Schema relationship table name for pokedex to trainer\_Pokemon because it is consistent with the rest of the schema and it is easier to see which two are in relation.

From project feedback 2, the reviewer found an error where the Pokemon\_id and trainer\_id were pointed to the wrong one, that was fixed.

Starting with peer review 1 there were two main critiques that were provided on our outline and diagrams. The first critique was to change the names the wording of Pokemon either to Pok**é**mon" or "Pokemon”. We have chosen to move forward with the word Pokemon as we feel that the special **é** character will cause problems when trying to implement it into our database. The other critique from peer review 1 was to rename the pokedex table of relationships from pokemon to trainer to something that is easier to understand. Thus moving forward we have adjusted the schema and table name to trainer\_pokemon so it provides clarity to users who may not be aware of the pokemon world.

Peer review 2 there were a few critiques to consider. The first critique was that the relationship lines in the schema between trainer\_pokemon and Pokemon/trainer entities were swapped. Pokemon\_id was linked to trainer id attribute and trainer\_id was linked to pokemon\_number attribute. This was a mistake and is corrected on our final schema. The next critique was to add a badge\_found\_here attribute to the town entity. This attribute would hold what badge a trainer could find in that town. We have decided to not move forward with that as we are holding the badge that can be found as an attribute under badge: badge\_town. The next critique was to add a region entity to the Pokemon and trainer entities. We have decided to not move forward with this suggestion as we feel that it will add a layer of complexity to trainers and Pokemon that the common user who is not familiar with the Pokemon universe will understand. The next critique was to add profession types as an attribute to trainers; for example, we could add trainer, elite four-member, professor, etc to the trainer to differentiate trainers more. We have decided to not move forward with this change as it could potentially confuse users who are not familiar with the professions in the Pokemon world. We feel our goal for the database is to show the progress of trainers collecting Pokemon and badges and not the relationships between the trainers and professions. We would also like the database to explain all the details necessary while also not confusing users who may not be familiar with Pokemon. The last critique that was provided in peer review 2 was to change the name of the main\_type attribute under the Pokemon entity to primary\_type to fit better with the secondary\_type attribute. We have decided to change the attribute to primary\_type as we agreed the wording fit better for our purpose.