**CPSC 304:** Milestone 2

*Hunt: Showdown*

Simplified Equipment and World SQL

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## 

## **ER Diagram Edits post Milestone 1:**

* Changes were made to the names of the attributes so that it would adhere to a more consistent naming convention, where the entity is the prefix of the attributes. Additionally, a few more attributes were renamed as follows below:
  + monsterSpecification was renamed to monsterDescription
  + hunterBiography was renamed to hunterDescription
  + traitEffect was renamed to traitDescription
  + traitPointCost was renamed to traitCost
  + consumableDollarCost was renamed to consumableCost
  + toolDollarCost was renamed to toolCost
  + firearmDollarCost was renamed to firearmCost
  + ammoDollarCost was renamed to ammoCost
* A “hunts” relation was added to satisfy the relationship requirements of Milestone 1.
* Lines were bolded around the ‘loads Ammo’ relationship to clarify that ‘Ammo’ is a weak entity related to ‘Firearm’.
* Removed the many-to-one aspect of the ‘Hunter wields Tool’ relationship. Hunters may now carry more than one tool in some cases.
* Removed the ‘Firearm’ participation constraint on the ‘Firearm loads Ammo’ relation. Firearms may now load no ammo in some cases.

## **Schema**

Firearm(firearmName: char(100), firearmDescription: text(8000), firearmCapacity: int, firearmRateOfFire: int, firearmHandling: int, firearmCost: int)

* firearmDescription must be NOT NULL
* firearmCapacity must be NOT NULL
* firearmRateOfFire must be NOT NULL
* firearmHandling must be NOT NULL
* firearmCost must be NOT NULL

Ammo(**firearmName: char(100)**, ammoType: char(100), ammoDescription: text(8000), ammoDamage: int, ammoEffectiveRange: int, ammoVelocity: int, ammoCost: int)

* ammoDescription must be NOT NULL
* ammoDamage must be NOT NULL
* ammoEffectiveRange must be NOT NULL
* ammoVelocity must be NOT NULL
* ammoCost must be NOT NULL and DEFAULT 0
* ammoType is a PARTIAL KEY

Consumable(consumableName: char(100), consumableDescription: text(8000), consumableCost: int)

* consumableDescription must be NOT NULL
* consumableCost must be NOT NULL

Syringe(**consumableName: char(100)**, syringeHealing: int, syringeEffectDuration: int)

Explosive(**consumableName: char(100)**, explosiveEffectiveRange: int, explosiveEffectiveRadius: int, explosiveDamage: int)

* explosiveEffectiveRange must be NOT NULL
* explosiveEffectiveRadius must be NOT NULL
* explosiveDamage must be NOT NULL

Tool(toolName: char(100), toolDescription: text(8000), toolMeleeDamage: int, toolHeavyMeleeDamage: int, toolCost: int)

* toolDescription must be NOT NULL
* toolCost must be NOT NULL

Trait(traitName: char(100), traitDescription: text(800), traitCost: int)

* traitDescription must be NOT NULL
* traitCost must be NOT NULL

Location(locationName: char(100), locationCoordinates: char(100))

* locationCoordinates must be NOT NULL UNIQUE and is a CANDIDATE KEY

Monster(monsterName: char(100), monsterDescription: text(8000), monsterType: char(100), monsterSize: char(100), monsterHealth: int)

* monsterDescription must be NOT NULL
* monsterType must be NOT NULL
* monsterSize must be NOT NULL
* monsterHealth must be NOT NULL

Hunter(hunterName: char(100), hunterDescription: text(8000), hunterFunds: int,

hunterLevel: int, hunterHealth: int, **locationName: char(100)**, **firearmName: char(100)**)

* hunterDescription must be NOT NULL
* hunterFunds must be NOT NULL and DEFAULT 0
* hunterLevel must be NOT NULL and DEFAULT 1
* hunterHealth must be NOT NULL
* locationName must be NOT NULL
* firearmName must be NOT NULL

Consumes(**hunterName: char(100)**, **consumableName: char(100)**)

Wields(**hunterName: char(100**), **toolName: char(100)**)

Acquires(**hunterName: char(100)**, **traitName: char(100)**)

Hunts(**hunterName: char(100)**, **monsterName: char(100)**)

Spawns(**locationName: char(100)**, **monsterName: char(100)**)

## 

## **Function Dependencies (FD)**

Firearm {

firearmName → firearmDescription

firearmName → firearmCapacity

firearmName → firearmRateOfFire

firearmName → firearmHandling

firearmName → firearmCost

}

Ammo {

firearmName, ammoType → ammoDescription

firearmName, ammoType → ammoDamage

firearmName, ammoType → ammoVelocity

firearmName, ammoType → ammoEffectiveRange

firearmName, ammoType → ammoCost

}

Consumable {

consumableName → consumableDescription

consumableName → consumableCost

}

Syringe {

consumableName → syringeHealing

consumableName → syringeEffectiveDuration

}

Explosive {

consumableName → explosiveDamage

consumableName → explosiveEffectiveRadius

consumableName → explosiveEffectiveRange

}

Tool {

toolName → toolDescription

toolName → toolMeleeDamage

toolName → toolHeavyMeleeDamage

toolName → toolDollarCost

}

Trait {

traitName → traitDescription

traitName → traitCost

}

Location {

locationName → locationCoordinates

}

Monster {

monsterName → monsterDescription

monsterName → monsterType

monsterName → monsterSize

monsterType, monsterSize → monsterHealth

}

Hunter {

hunterName → hunterDescription

hunterName → hunterFunds

hunterName → hunterLevel

hunterName → locationName

hunterName → firearmName

hunterLevel → hunterHealth

}

Consumes {

// no functional dependencies

}

Wields {

// no functional dependencies

}

Acquires {

// no functional dependencies

}

Hunts {

// no functional dependencies

}

Spawns {

// no functional dependencies

}

## **Normalization (BCNF)**

We only have two tables whose function dependencies are not in BCNF. The decomposition processes and corresponding tables are provided below.

hunterRelation(hunterName, hunterDescription, hunterFunds, hunterLevel, locationName, firearmName, hunterHealth)

hunterFunctionDependency {

hunterName → hunterDescription

hunterName → hunterFunds

hunterName → hunterLevel

hunterName → locationName

hunterName → firearmName

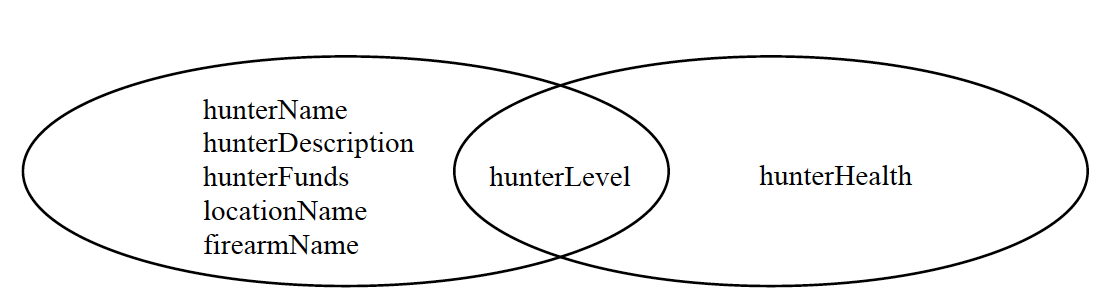
hunterLevel → hunterHealth

}

hunterName+ = {hunterDescription, hunterFunds, hunterLevel, locationName, firearmName}

hunterLevel+ = {hunterHealth}

The minimal key for the relation above is hunterName. hunterLevel → hunterHealth violates BCNF, and we need to decompose this function dependency.



After decomposition, we can see two relations Hunter(hunterName, hunterDescription, hunterFunds, locationName, firearmName, **hunterLevel**), and \_Hunter(hunterLevel, hunterHealth). Both of them are now in BCNF. Please see SQL/DDL section below for tables.

monsterRelation(monsterName, monsterDescription, monsterType, monsterType, monsterHealth)

MonsterFunctionDependency {

monsterName → monsterDescription

monsterName → monsterType

monsterName → monsterSize

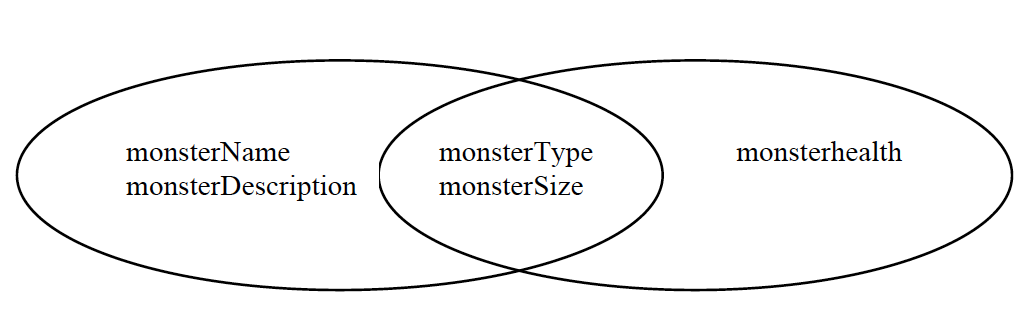
monsterType, monsterSize → monsterHealth

}

monsterName+ = {monsterDescription, monsterType, monsterSize}

monsterType, monsterSize+ = {monsterHealth}

The minimal key for monster relation is monsterName. monsterType, monsterSize → monsterHealth violates BCNF, thus we need to decompose on it.



After decomposition, we can get two relations Monster(monsterName, monsterDescription, **monsterType**, **monsterSize**), and \_Monster(monsterType, monsterSize, monsterHealth).

Both of them are now in BCNF. Please see SQL/DDL section below for tables.

## 

## **SQL/DDL**

CREATE TABLE Firearm (

firearmName char(100) PRIMARY KEY,

firearmDescription text(8000) NOT NULL,

firearmCapacity int NOT NULL,

firearmRateOfFire int NOT NULL,

firearmHandling int NOT NULL,

firearmCost int NOT NULL

);

CREATE TABLE Ammo (

firearmName char(100),

ammoType char(100),

ammoDescription text(8000) NOT NULL,

ammoDamage int NOT NULL,

ammoEffectiveRange int NOT NULL,

ammoVelocity int NOT NULL,

ammoCost int NOT NULL DEFAULT 0,

PRIMARY KEY(firearmName, ammoType),

FOREIGN KEY(firearmName) REFERENCES Firearm(firearmName)

);

CREATE TABLE Consumable (

consumableName char(100) PRIMARY KEY,

consumableDescription text(8000) NOT NULL,

consumableCost int NOT NULL

);

CREATE TABLE Syringe (

consumableName char(100) PRIMARY KEY,

syringeHealing int,

syringeEffectDuration int,

FOREIGN KEY(consumableName) REFERENCES Consumable(consumableName)

);

CREATE TABLE Explosive (

consumableName char(100) PRIMARY KEY,

explosiveEffectiveRange int NOT NULL,

explosiveEffectiveRadius int NOT NULL,

explosiveDamage int NOT NULL,

FOREIGN KEY(consumableName) REFERENCES Consumable(consumableName)

);

CREATE TABLE Tool (

toolName char(100) PRIMARY KEY,

toolDescription text(8000) NOT NULL,

toolMeleeDamage int,

toolHeavyMeleeDamage int,

toolCost int NOT NULL

);

CREATE TABLE Trait (

traitName char(100) PRIMARY KEY,

traitDescription text(8000) NOT NULL,

traitCost int NOT NULL

);

CREATE TABLE Location (

locationName char(100) PRIMARY KEY,

locationCoordinates char(100) NOT NULL UNIQUE

);

CREATE TABLE \_Monster (

monsterType char(100),

monsterSize char(100),

monsterHealth int NOT NULL,

PRIMARY KEY(monsterType, monsterSize)

);

CREATE TABLE Monster (

monsterName char(100) PRIMARY KEY,

monsterDescription text(8000) NOT NULL,

monsterType char(100) NOT NULL,

monsterSize char(100) NOT NULL,

FOREIGN KEY(monsterType, monsterSize)

REFERENCES \_Monster(monsterType, monsterSize)

);

CREATE TABLE \_Hunter (

hunterLevel int,

hunterHealth int NOT NULL,

PRIMARY KEY(hunterLevel)

);

CREATE TABLE Hunter (

hunterName char(100) PRIMARY KEY,

hunterDescription text(8000) NOT NULL,

hunterFunds int NOT NULL DEFAULT 0,

hunterLevel int NOT NULL DEFAULT 1,

locationName char(100) NOT NULL,

firearmName char(100) NOT NULL,

FOREIGN KEY (hunterLevel) REFERENCES \_Hunter(hunterLevel),

FOREIGN KEY (locationName) REFERENCES Location(locationName),

FOREIGN KEY (firearmName) REFERENCES Firearm(firearmName)

);

CREATE TABLE Consumes (

hunterName char(100),

consumableName char(100),

PRIMARY KEY(hunterName, consumableName),

FOREIGN KEY(hunterName) REFERENCES Hunter(hunterName),

FOREIGN KEY(consumableName) REFERENCES Consumable(consumableName)

);

CREATE TABLE Wields (

hunterName char(100),

toolName char(100),

PRIMARY KEY(hunterName, toolName),

FOREIGN KEY(hunterName) REFERENCES Hunter(hunterName),

FOREIGN KEY(toolName) REFERENCES Tool(toolName)

);

CREATE TABLE Acquires (

hunterName char(100),

traitName char(100),

PRIMARY KEY(hunterName, traitName),

FOREIGN KEY(hunterName) REFERENCES Hunter(hunterName),

FOREIGN KEY(traitName) REFERENCES Trait(traitName)

);

CREATE TABLE Hunts (

hunterName char(100),

monsterName char(100),

PRIMARY KEY(hunterName, monsterName),

FOREIGN KEY(hunterName) REFERENCES Hunter(hunterName),

FOREIGN KEY(monsterName) REFERENCES Monster(monsterName)

);

CREATE TABLE Spawns (

locationName char(100),

monsterName char(100),

PRIMARY KEY(locationName, monsterName),

FOREIGN KEY(locationName) REFERENCES Location(locationName),

FOREIGN KEY(monsterName) REFERENCES Monster(monsterName)

);

## **Insert Statements**

INSERT

INTO Firearm(firearmName, firearmDescription, firearmCapacity, firearmRateOfFire, firearmHandling, firearmCost)

VALUES ("Mosin-Nagant M1891", "Modern Imperial Russian bolt-action service rifle with an internal magazine, firing powerful long cartridges. When fully emptied, can be reloaded fast with a five-round stripper clip.", 5, 34, 75, 490);

INSERT

INTO Firearm(firearmName, firearmDescription, firearmCapacity, firearmRateOfFire, firearmHandling, firearmCost)

VALUES ("Lebel 1886", "The Lebel 1886, groundbreaking for its time, is a bolt-action rifle with an internal 10-round magazine. Slightly outperformed by more modern designs, it remains a powerful weapon of choice.", 10, 34, 83, 397);

INSERT

INTO Firearm(firearmName, firearmDescription, firearmCapacity, firearmRateOfFire, firearmHandling, firearmCost)

VALUES ("Berthier Mle 1892", "The lighter alternative to the Lebel 1886, the Berthier Mle 1892 is a bolt-action mousqueton that doesn't lose power for the sake of its convenience.", 3, 36, 79, 356);

INSERT

INTO Firearm(firearmName, firearmDescription, firearmCapacity, firearmRateOfFire, firearmHandling, firearmCost)

VALUES ("Sparks LRR", "Renowned, large-bore, single-shot rifle with good sights. Can put down a bison across a prairie.", 1, 38, 73, 130);

INSERT

INTO Firearm(firearmName, firearmDescription, firearmCapacity, firearmRateOfFire, firearmHandling, firearmCost)

VALUES ("Martini-Henry IC1", "The workhorse rifle of the British Empire, the Martini-Henry Carbine is a single-shot breech-loading rifle that values simplicity and power.", 1, 45, 70, 122);

INSERT

INTO Ammo(firearmName, ammoType, ammoDescription, ammoDamage, ammoEffectiveRange, ammoVelocity)

VALUES ("Mosin-Nagant M1891", "Long", "Large caliber rifle cartridge with high penetration damage and low damage dropoff. Pierces wooden walls, small trees, thin stone walls and single metal sheets.", 136, 319, 615);

INSERT

INTO Ammo(firearmName, ammoType, ammoDescription, ammoDamage, ammoEffectiveRange, ammoVelocity)

VALUES ("Lebel 1886", "Long", "Large caliber rifle cartridge with high penetration damage and low damage dropoff. Pierces wooden walls, small trees, thin stone walls and single metal sheets.", 132, 310, 630);

INSERT

INTO Ammo(firearmName, ammoType, ammoDescription, ammoDamage, ammoEffectiveRange, ammoVelocity)

VALUES ("Berthier Mle 1892", "Long", "Large caliber rifle cartridge with high penetration damage and low damage dropoff. Pierces wooden walls, small trees, thin stone walls and single metal sheets.", 130, 305, 590);

INSERT

INTO Ammo(firearmName, ammoType, ammoDescription, ammoDamage, ammoEffectiveRange, ammoVelocity)

VALUES ("Sparks LRR", "Long", "Large caliber rifle cartridge with high penetration damage and low damage dropoff. Pierces wooden walls, small trees, thin stone walls and single metal sheets.", 149, 347, 533);

INSERT

INTO Ammo(firearmName, ammoType, ammoDescription, ammoDamage, ammoEffectiveRange, ammoVelocity)

VALUES ("Martini-Henry IC1", "Long", "Large caliber rifle cartridge with high penetration damage and low damage dropoff. Pierces wooden walls, small trees, thin stone walls and single metal sheets.", 143, 334, 400);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Vitality Shot (Weak)", "A shot which immediately restores 75 health.", 20);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Vitality Shot", "A shot which immediately restores all health.", 85);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Regeneration Shot", "A shot that continually restores health over a long duration. However, health regenerates at a reduced rate.", 85);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Stamina Shot", "A shot which immediately restores all stamina and stops further depletion for 10 minutes.", 100);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Antidote Shot", "Instantly cures and prevents all poison effects. Physical damage associated with poison attacks still applies.", 55);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Vitality Shot (Weak)", "A shot which immediately restores 75 health.", 20);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Vitality Shot", "A shot which immediately restores all health.", 85);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Regeneration Shot", "A shot that continually restores health over a long duration. However, health regenerates at a reduced rate.", 85);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Stamina Shot", "A shot which immediately restores all stamina and stops further depletion for 10 minutes.", 100);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Antidote Shot", "Instantly cures and prevents all poison effects. Physical damage associated with poison attacks still applies.", 55);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Waxed Dynamite Stick", "A dynamite stick with a modified powder fuse that enables detonation under water.", 24);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Dynamite Bundle", "A bundle of several dynamite sticks. Why only bring one?", 75);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Frag Bomb", "Frag bombs send lethal shrapnel over a large area, lacerating nearby enemies.", 103);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Flash Bomb", "Home made, mercury based, blinding light bomb. Capable of disorienting several targets at once.", 47);

INSERT

INTO Consumable(consumableName, consumableDescription, consumableCost)

VALUES ("Sticky Bomb", "Dynamite charge in a sticky frame that can be attached to objects and enemies. Its eight-second fuse doubles the detonation time of a dynamite stick.", 64);

INSERT

INTO Syringe(consumableName, syringeHealing)

VALUES ("Vitality Shot (Weak)", 75);

INSERT

INTO Syringe(consumableName, syringeHealing)

VALUES ("Vitality Shot", 150);

INSERT

INTO Syringe(consumableName, syringeEffectDuration)

VALUES ("Regeneration Shot", 600);

INSERT

INTO Syringe(consumableName, syringeEffectDuration)

VALUES ("Stamina Shot", 600);

INSERT

INTO Syringe(consumableName, syringeEffectDuration)

VALUES ("Antidote Shot", 1200);

INSERT

INTO Explosive(consumableName, explosiveDamage, explosiveEffectiveRadius, explosiveEffectiveRange)

VALUES ("Waxed Dynamite Stick", 750, 8, 20);

INSERT

INTO Explosive(consumableName, explosiveDamage, explosiveEffectiveRadius, explosiveEffectiveRange)

VALUES ("Dynamite Bundle", 1500, 9, 15);

INSERT

INTO Explosive(consumableName, explosiveDamage, explosiveEffectiveRadius, explosiveEffectiveRange)

VALUES ("Frag Bomb", 150, 10, 20);

INSERT

INTO Explosive(consumableName, explosiveDamage, explosiveEffectiveRadius, explosiveEffectiveRange)

VALUES ("Flash Bomb", 1, 8, 20);

INSERT

INTO Explosive(consumableName, explosiveDamage, explosiveEffectiveRadius, explosiveEffectiveRange)

VALUES ("Sticky Bomb", 1000, 8, 15);

INSERT

INTO Tool(toolName, toolDescription, toolMeleeDamage, toolHeavyMeleeDamage, toolCost)

VALUES ("Knife", "An all-purpose tool and melee weapon that has saved many lives - and taken just as many.", 52, 105, 30);

INSERT

INTO Tool(toolName, toolDescription, toolMeleeDamage, toolHeavyMeleeDamage, toolCost)

VALUES ("Dusters", "A row of metal rings worn on the hand in order to increase the damage caused in hand-to-hand combat.", 31, 72, 15);

INSERT

INTO Tool(toolName, toolDescription, toolMeleeDamage, toolHeavyMeleeDamage, toolCost)

VALUES ("Knuckle Knife", "The savage knuckle knife is a roughshod specialization for close quarters combat, suited for both bludgeoning and brutal thrusting deathblows.", 58, 92, 15);

INSERT

INTO Tool(toolName, toolDescription, toolMeleeDamage, toolHeavyMeleeDamage, toolCost)

VALUES ("Throwing Axes", "Silent and deadly short-ranged projectile weapon. Can be retrieved and reused.", 74, 142, 30);

INSERT

INTO Tool(toolName, toolDescription, toolMeleeDamage, toolHeavyMeleeDamage, toolCost)

VALUES ("Throwing Knives", "Silent, but short-ranged projectile weapon. Thrown knives can be retrieved and re-used.", 22, 52, 40);

INSERT

INTO Trait(traitName, traitDescription, traitCost)

VALUES ("Adrenaline", "Instantly start regenerating Stamina while your Health is critically low.", 1);

INSERT

INTO Trait(traitName, traitDescription, traitCost)

VALUES ("Ambidextrous", "Quicker reloading of matched pairs, and custom clip reloads for semi-auto pistol sets.", 3);

INSERT

INTO Trait(traitName, traitDescription, traitCost)

VALUES ("Assailant", "Increases melee damage of throwing knives and throwing axes.", 2);

INSERT

INTO Trait(traitName, traitDescription, traitCost)

VALUES ("Beastface", "Reduced reaction range of animals.", 4);

INSERT

INTO Trait(traitName, traitDescription, traitCost)

VALUES ("Blade Seer", "Bolts, arrows, throwing axes, and throwing knives are highlighted in Dark Sight for better visibility.", 1);

INSERT

INTO Location(locationName, locationCoordinates)

VALUES ("Alice Farm", "60, 60");

INSERT

INTO Location(locationName, locationCoordinates)

VALUES ("Darrow Livestock", "50, 70");

INSERT

INTO Location(locationName, locationCoordinates)

VALUES ("Port Reeker", "60, 80");

INSERT

INTO Location(locationName, locationCoordinates)

VALUES ("Scupper Lake", "90, 80");

INSERT

INTO Location(locationName, locationCoordinates)

VALUES ("Blanchett Graves", "20, 60");

INSERT

INTO \_Monster(monsterType, monsterSize, monsterHealth)

VALUES ("Boss", "Small", 1000);

INSERT

INTO \_Monster(monsterType, monsterSize, monsterHealth)

VALUES ("Boss", "Medium", 2000);

INSERT

INTO \_Monster(monsterType, monsterSize, monsterHealth)

VALUES ("Boss", "Large", 3000);

INSERT

INTO \_Monster(monsterType, monsterSize, monsterHealth)

VALUES ("Basic", "Small", 100);

INSERT

INTO \_Monster(monsterType, monsterSize, monsterHealth)

VALUES ("Basic", "Medium", 200);

INSERT

INTO \_Monster(monsterType, monsterSize, monsterHealth)

VALUES ("Basic", "Large", 300);

INSERT

INTO Monster(monsterName, monsterDescription, monsterType, monsterSize)

VALUES ("Assassin", "The Assassin is characterized by a fast moving pool of insects that can form into a cloaked humanoid when stationary.", "Boss", "Medium");

INSERT

INTO Monster(monsterName, monsterDescription, monsterType, monsterSize)

VALUES ("Butcher", "The Butcher is characterized by a huge bloated body, the head of a pig, and a flaming hook.", "Boss", "Medium");

INSERT

INTO Monster(monsterName, monsterDescription, monsterType, monsterSize)

VALUES ("Spider", "The Spider is characterized by a sentient mass of limbs, poisonous in both body and intent.", "Boss", "Medium");

INSERT

INTO Monster(monsterName, monsterDescription, monsterType, monsterSize)

VALUES ("Scrapbeak", "Scrapbeak is characterized by a beak-structure fused with the bone of the skull.", "Boss", "Medium");

INSERT

INTO Monster(monsterName, monsterDescription, monsterType, monsterSize)

VALUES ("Grunt", "Slow-moving and mostly human creatures that are possibly the victims of a viral infection.", "Basic", "Small");

INSERT

INTO Monster(monsterName, monsterDescription, monsterType, monsterSize)

VALUES ("Meathead", "A headless and massive, almost bloated, humanoid monster with leeches for hair.", "Basic", "Large");

INSERT

INTO \_Hunter(hunterLevel, hunterHealth)

VALUES (1, 50);

INSERT

INTO \_Hunter(hunterLevel, hunterHealth)

VALUES (2, 55);

INSERT

INTO \_Hunter(hunterLevel, hunterHealth)

VALUES (3, 60);

INSERT

INTO \_Hunter(hunterLevel, hunterHealth)

VALUES (4, 65);

INSERT

INTO \_Hunter(hunterLevel, hunterHealth)

VALUES (5, 70);

INSERT

INTO Hunter(hunterName, hunterDescription, locationName, firearmName)

VALUES ("The Night Acolyte", "Nadine Orville is a member of the doomsday cult, Night of the Hunter, and founder Isaac Powell's right-hand fighter.", "Alice Farm", "Mosin-Nagant M1891");

INSERT

INTO Hunter(hunterName, hunterDescription, locationName, firearmName)

VALUES ("Redshirt", "After having drunk too much whiskey one night, Jonathan Redshirt accepted a bet from his companions: to enter the bayou with a target on his back.", "Alice Farm", "Lebel 1886");

INSERT

INTO Hunter(hunterName, hunterDescription, locationName, firearmName)

VALUES ("Carcass Gunrunner", "A butcher, clandestine arms dealer, and hobby apothecarist, Jason Trevors is a brutal Hunter, and known for being coldly logical and just unhinged enough that his opponents never know what to expect.", "Darrow Livestock", "Lebel 1886");

INSERT

INTO Hunter(hunterName, hunterDescription, locationName, firearmName)

VALUES ("The Black Coat", "William Durant is a Hunter, a scoundrel, and a murderer with a complicated past.", "Port Reeker", "Berthier Mle 1892");

INSERT

INTO Hunter(hunterName, hunterDescription, locationName, firearmName)

VALUES ("Sheriff Hardin ", "During the early days of the infection, Sheriff Wayne Hardin was instrumental in halting the rapid spread of the infection.", "Scupper Lake", "Sparks LRR");

INSERT

INTO Consumes(hunterName, consumableName)

VALUES ("The Night Acolyte", "Vitality Shot");

INSERT

INTO Consumes(hunterName, consumableName)

VALUES ("The Night Acolyte", "Regeneration Shot");

INSERT

INTO Consumes(hunterName, consumableName)

VALUES ("The Night Acolyte", "Frag Bomb");

INSERT

INTO Consumes(hunterName, consumableName)

VALUES ("Redshirt", "Vitality Shot");

INSERT

INTO Consumes(hunterName, consumableName)

VALUES ("Redshirt", "Flash Bomb");

INSERT

INTO Wields(hunterName, toolName)

VALUES ("The Night Acolyte", "Knife");

INSERT

INTO Wields(hunterName, toolName)

VALUES ("The Night Acolyte", "Throwing Axes");

INSERT

INTO Wields(hunterName, toolName)

VALUES ("Redshirt", "Knuckle Knife");

INSERT

INTO Wields(hunterName, toolName)

VALUES ("Carcass Gunrunner", "Dusters");

INSERT

INTO Wields(hunterName, toolName)

VALUES ("Carcass Gunrunner", "Throwing Knives");

INSERT

INTO Acquires(hunterName, traitName)

VALUES ("The Night Acolyte", "Adrenaline");

INSERT

INTO Acquires(hunterName, traitName)

VALUES ("The Night Acolyte", "Beastface");

INSERT

INTO Acquires(hunterName, traitName)

VALUES ("Redshirt", "Beastface");

INSERT

INTO Acquires(hunterName, traitName)

VALUES ("Redshirt", "Blade Seer");

INSERT

INTO Acquires(hunterName, traitName)

VALUES ("Carcass Gunrunner", "Beastface");

INSERT

INTO Hunts(hunterName, monsterName)

VALUES ("The Night Acolyte", "Grunt");

INSERT

INTO Hunts(hunterName, monsterName)

VALUES ("The Night Acolyte", "Meathead");

INSERT

INTO Hunts(hunterName, monsterName)

VALUES ("The Night Acolyte", "Butcher");

INSERT

INTO Hunts(hunterName, monsterName)

VALUES ("Redshirt", "Grunt");

INSERT

INTO Hunts(hunterName, monsterName)

VALUES ("Carcass Gunrunner", "Grunt");

INSERT

INTO Spawns(locationName, monsterName)

VALUES ("Alice Farm", "Grunt");

INSERT

INTO Spawns(locationName, monsterName)

VALUES ("Darrow Livestock", "Grunt");

INSERT

INTO Spawns(locationName, monsterName)

VALUES ("Port Reeker", "Grunt");

INSERT

INTO Spawns(locationName, monsterName)

VALUES ("Scupper Lake", "Grunt");

INSERT

INTO Spawns(locationName, monsterName)

VALUES ("Blanchett Graves", "Grunt");