# Job

I am a video game developer and I want to build a database to my game. There are a few types of character type in this game and a single user may have at most 4 character. These chars can be same types. Every single char must have a user. Every char has an inventory and, in this inventory, user stores items. Also, there are some monster in the game and they can be killed by user by using chars. If a monster killed character gain money and item that monster has.

Every user name, surname, credit card no and birthday must be stored in database and every user must have a unuqie ID number.

Characters have unuqie ID and they have name,type,health,damage,armor.

Every character that playing by user have a nick name, money,unique char id and level. And also every char has a inventory that stores the items.

Items can give the character health, armor and strength so if a char wear a sword that gives strength, char’s damage increases and gives more damage to monsters. Every item has a type and a unuqie ID