Video Game database - Younes Yassine

ReleaseDate
PurcahseSite
Developer
Cost
GameName
Genre
GameID

GAME

Name
CharacterID
Role
Game
IsPlayer

CHARACTER

HAS
1   n

(1,n)   (1,1)

ItemID
Character
ItemName

Items

Value

(n,1)

HAS
n

1

(0,n)

SkillName
Effect

HAS
n

(n,1)

Skills

ItemID

GameID

Plays_In

MapID

MapName

Locations

Whether

Character

Landform

HAS

1

(1,n)

(1,1)

n

1   (1,1)

1

Assumptions

One GAME can have multiple CHARACTERS.

A CHARACTER can be either an NPC or a PLAYER.

A CHARACTER can have multiple SKILLS.

An ITEM can be used by multiple CHARACTERS.

A SKILL can be performed by multiple CHARACTERS.

A SKILL can require multiple ITEMS.

A LOCATION can be present in multiple GAMES.

A CHARACTER can be present in multiple LOCATIONS.

An ITEM can be found in multiple LOCATIONS.

A PLAYER can have multiple SKILL LEVELS, one for each SKILL they possess.

A PLAYER can belong to one or more PLAYER CLASSES.

A PLAYER CLASS can have multiple PLAYERS.

A PLAYER CLASS can have average scores for different SKILLS.

An NPC can have multiple SKILL LEVELS, one for each SKILL they possess.

An NPC can be found in multiple LOCATIONS.

An NPC can have multiple ITEMS.

An NPC can have different SKILLS from those of a PLAYER.