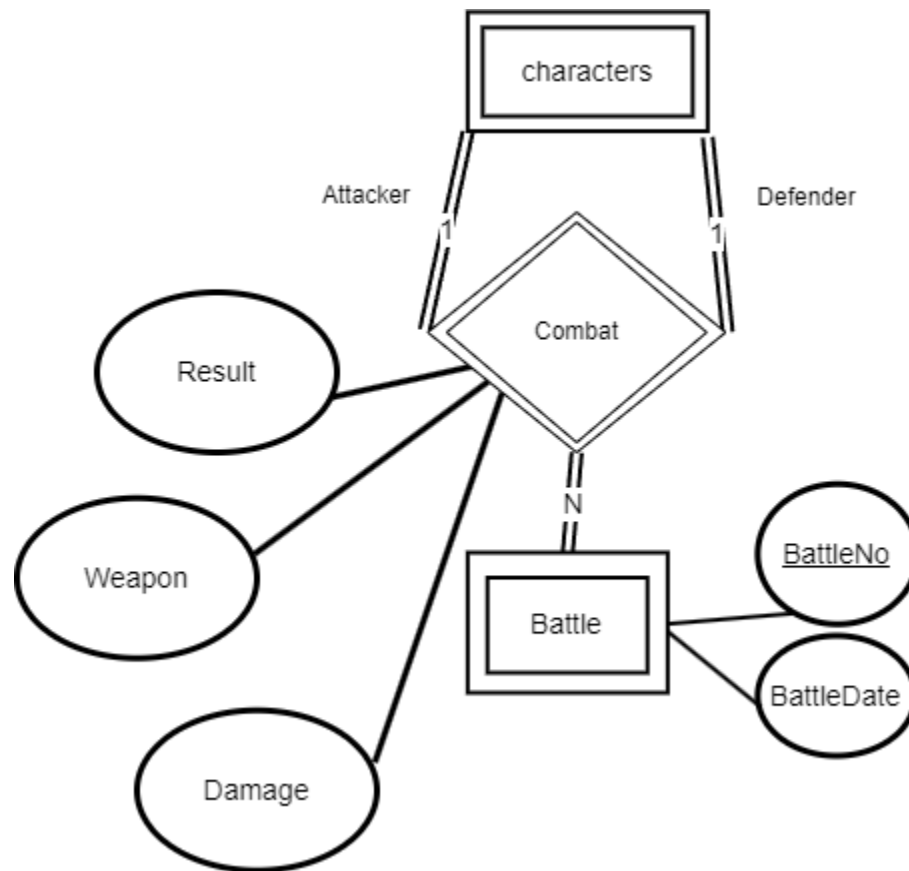


ER and attributes for combat

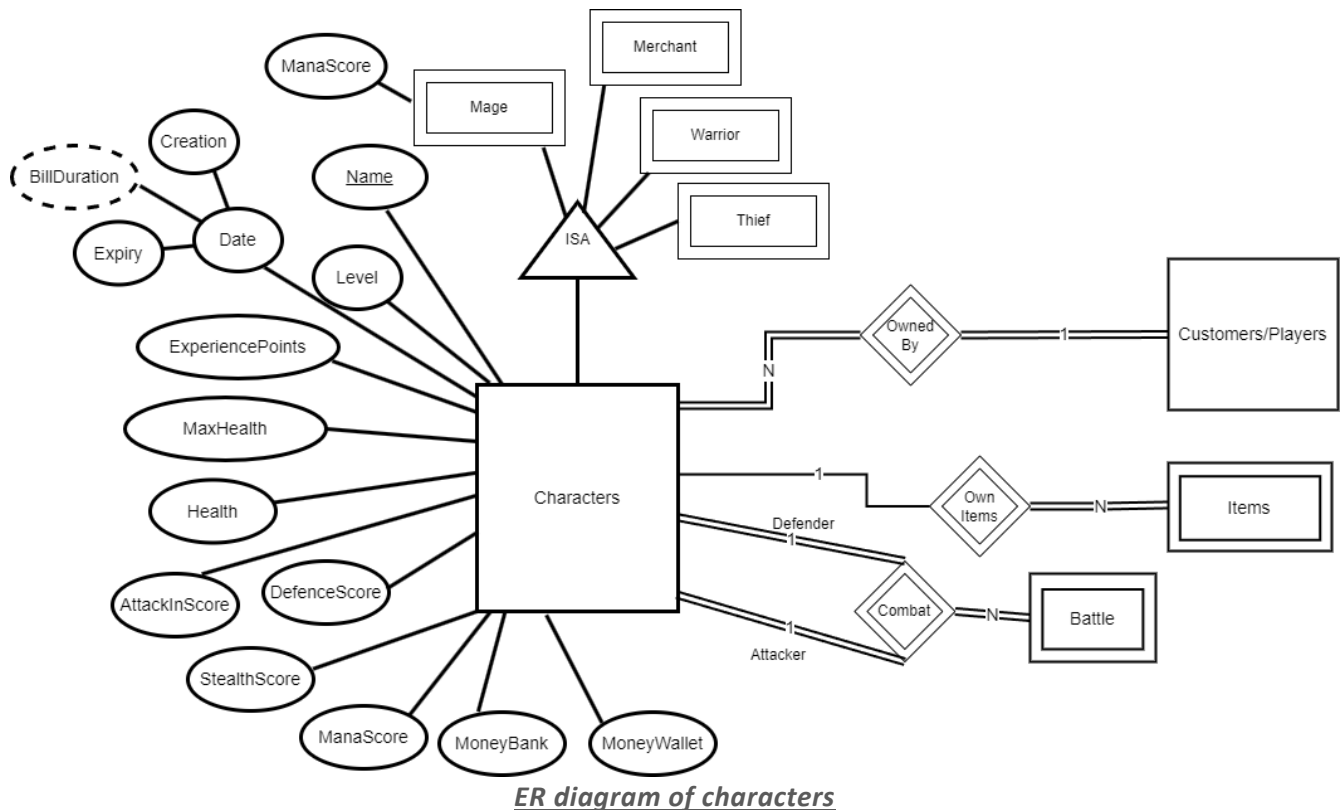


ER diagram of combat and battle

Description:

Character can attack any character, and a character can defense the attack by character.
Many character can battle and a battle can be done by many characters.
A character can win many battle, and a battle can be won by a player

ER and attributes for characters



Description:

Professor has a Name, Level, date, ExperiencePoints, MaxHealth, Health, AttackInScore, DefenceScore, StealthScore, ManaScore, MoneyBank MoneyWallet. Name and Account_Number has been chosen to be a primary key.

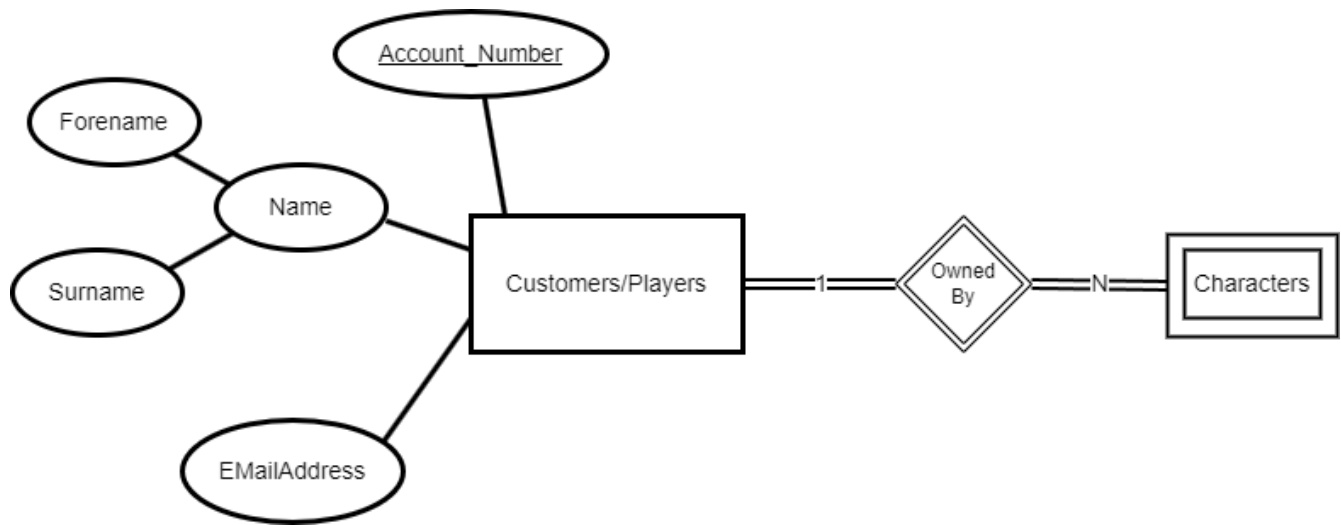
Thief, Warrior, Merchant share same properties(like characters) while Mage has a additional properties name ManaScore to store the mana score.

The Customers can own many characters(at least one), a characters can be owned by 1 customer.

The characters can own many items and a item can be owned by 1 characters.

A Character can attack(Attacker) any character, and a character can defense(Defender) the attack by character.

ER and attributes for customers/players



ER diagram of Customers/Players

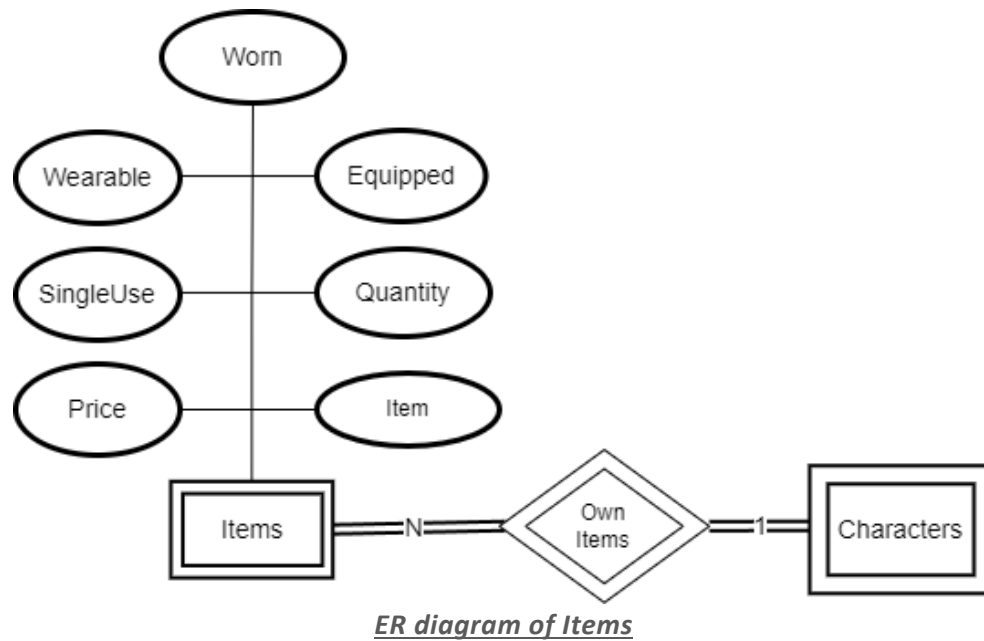
Description:

A customer has an AccountNumber, Name and EMailAddress properties.

The account_number is selected as a primary key for a customer to keep more than one account.

A character can be owned by 1 customer. A customer can own many characters but at least one.

ER and attributes for items/inventory



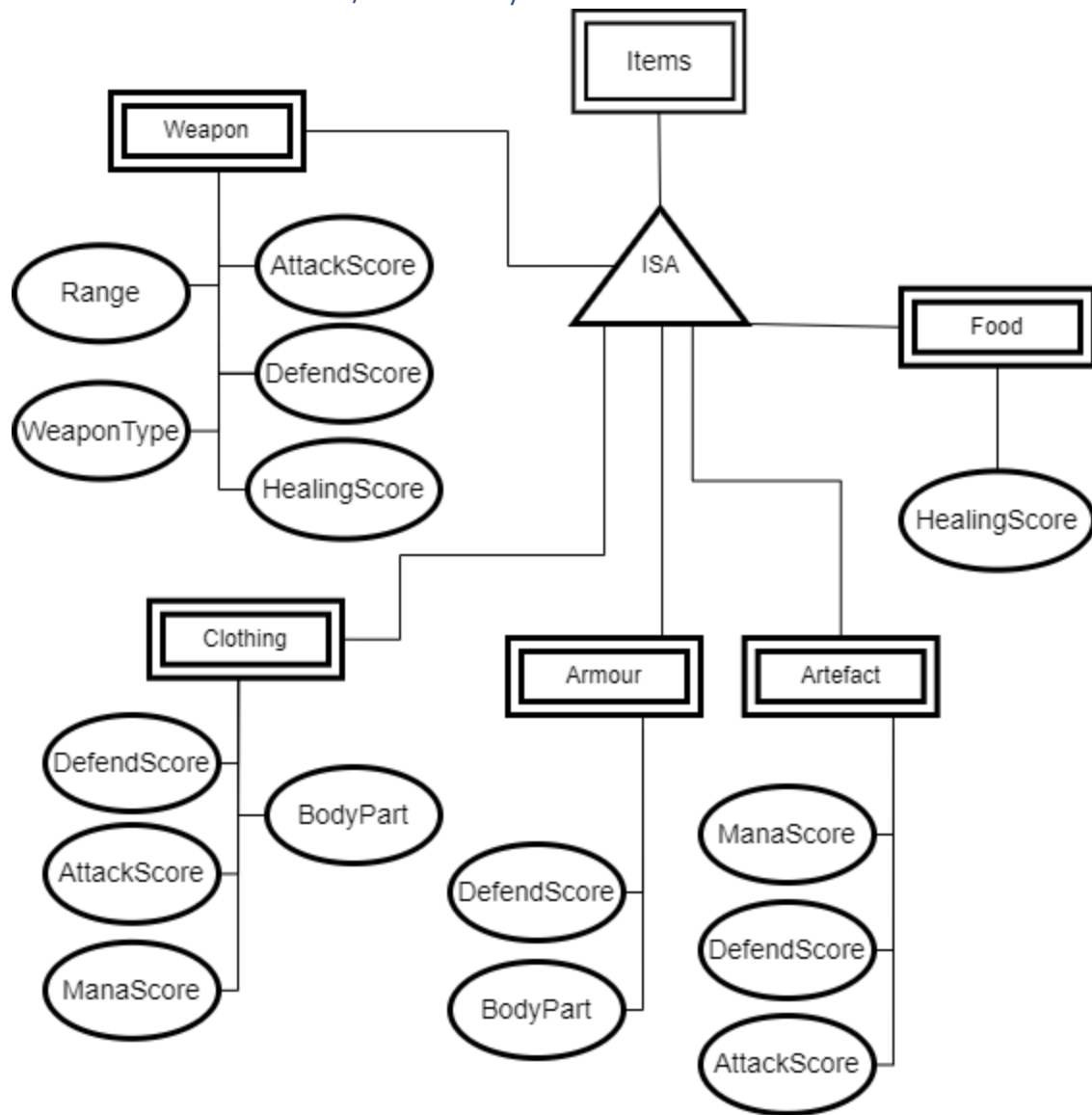
Description

The item is selected as a primary key

A Items has a Item(item name), Quantity, Equipped, Worn, Wearable, SingleUse and Price properties.

A character can own many items, and an items can be owned by a characters.

ER and attributes for items/inventory



ER diagram of Items

Description

A weapon is a items and inherits properties from items with additional properties Range, WeaponType, AttackScore, DefendScore, HealingScore.

A Clothing is a items and inherits properties from items with additional properties DefendScore, AttackScore, ManaScore and BodyPart.

An Armour is a items and inherits properties from items with additional properties DefendScore and BodyPart.

An Artefact is a items and inherits properties from items with additional properties ManaScore, DefendScore and AttackScore.

An Food is a items and inherits properties from items with additional properties HealingScore.