

AWSM

Database Schema

Spring '15

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Database Specialist

User		
objectId	char(10)	PK
username	varchar(30)	
password	varchar(20)	
email	varchar(50)	
displayPal	int	
score	int	
awards	array(int)	
defaultTravelMethod	varchar(10)	
savedAddresses	array(varchar(100))	
defaultNotifyOn	boolean	
notifyNum	int	
prepTime	int	
latenessOffset	int	
personality	varchar(10)	
ACL	acl	
updatedAt	date	
createdAt	date	

Pal		
objectId	char(10)	PK
userId	char(10)	FK
palName	varchar(20)	
palImage	file	
palDateComplete	date	
isComplete	boolean	
updatedAt	date	
createdAt	date	
ACL	acl	

Quest		
objectId	char(10)	PK
userId	char(10)	FK
questTitle	varchar(50)	
startLocation	varchar(100)	
location	varchar(100)	
startTime	date	
endTime	date	
travelTime	int	
questTravelMethod	varchar(10)	
questSpecialNote	varchar(100) N	
priority	boolean	
questNotifyOn	boolean	
arrivalDifference	int	
updatedAt	date	
createdAt	date	
ACL	acl	

Notification		
objectId	char(10)	PK
questPointer	pointer<Quest>	FK
notifyTime	date	
notifyTitle	varchar(50)	
notifyMessage	varchar(100)	
isScheduled	boolean	
channelId	varchar(30)	
updatedAt	date	
createdAt	date	
ACL	acl	

Legend:
 PK = Primary Key
 FK = Foreign Key
 N = nullable (optional)

Color Legend:
 Blue = User
 Pink = Avatar/ Game
 Green = Events/ Notifications