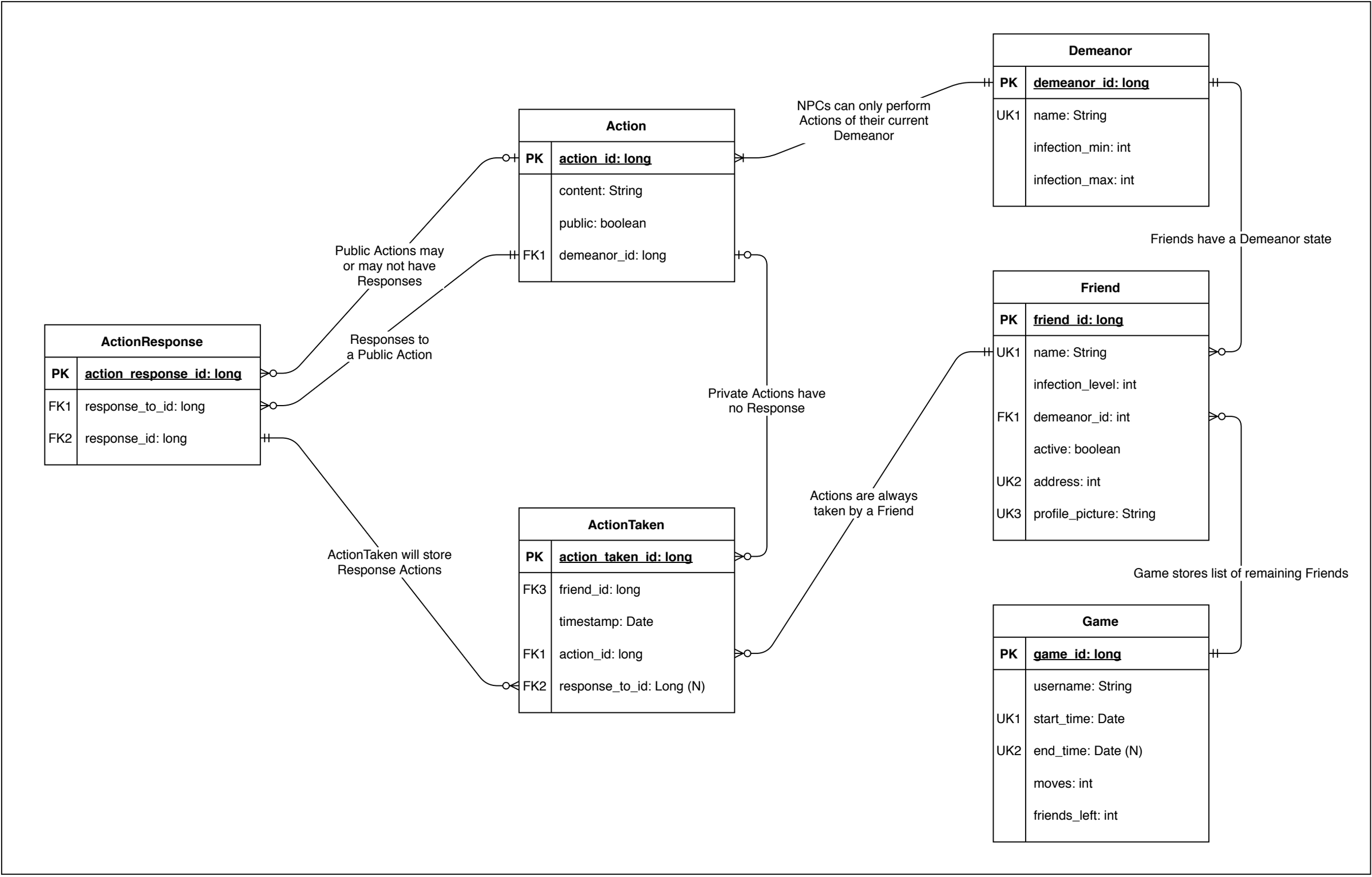
Demeanor
PK
demeanor_id: long
UK1
name: String
infection_min: int
infection_max: int
NPCs can only perform Actions of their current Demeanor
Action
PK
action_id: long
content: String
public: boolean
FK1
demeanor_id: long
Public Actions may or may not have Responses
Responses to a Public Action
ActionResponse
PK
action_response_id: long
FK1
response_to_id: long
FK2
response_id: long
Private Actions have no Response
Friends have a Demeanor state
Friend
PK
friend_id: long
UK1
name: String
infection_level: int
FK1
demeanor_id: int
active: boolean
UK2
address: int
UK3
profile_picture: String
Actions are always taken by a Friend
ActionTaken will store Response Actions
ActionTaken
PK
action_taken_id: long
FK3
friend_id: long
timestamp: Date
FK1
action_id: long
FK2
response_to_id: Long (N)
Game stores list of remaining Friends
Game
PK
game_id: long
username: String
UK1
start_time: Date
UK2
end_time: Date (N)
moves: int
friends_left: int