Create Table PLAYER (PlayerName VarChar(25) NOT NULL,

Password VarChar(25) NOT NULL,

Money INT NOT NULL,

Private\_Messages VarChar(300),

Private\_Chat\_System VarChar(300),

PrimaryKey(PlayerName));

Create Table CARTEL\_GROUP (CartelName VarChar(25),

Resources INT,

MessageBoard VarChar(300),

PrimaryKey(CartelName));

Alter Table PLAYER add CartelName VarChar(25)

add constraint playcartfk foreignkey(CartelName) references CARTEL\_GROUP(CartelName) on Delete set null on update cascade;

Alter Table CARTEL\_GROUP add Leader VarChar(25),

add constraint cartplayfk foreignkey(Leader) references PLAYER(PlayerName) on Delete set null on update cascade;

Create Table FLEET (FleetID VarChar(25) NOT NULL,

PlayerName VarChar(25),

Primary key(FleetID),

Foreign key (PlayerName) references PLAYER(PlayerName) on Delete set null on update cascade);

Create Table CARGO\_SHIP (ID\_Number VarChar(25) NOT NULL,

Resources INT NOT NULL,

Weapons INT NOT NULL,

Upgrades INT NOT NULL,

FleetID VarChar(25) NOT NULL,

Primarykey(ID\_Number),

Foreign key (FleetID) references FLEET(FleetID) on Delete set null on update cascade);

Create Table CRUISER (ID\_Number VarChar(25) NOT NULL,

Resources INT NOT NULL,

Weapons INT NOT NULL,

Upgrades INT NOT NULL,

FleetID VarChar(25) NOT NULL,

Primarykey(ID\_Number),

Foreign key (FleetID) references FLEET(FleetID) on Delete set null on update cascade);

Create Table CHAT\_SYSTEM (PrivateChatSystem VarChar(300),

CartelName VarChar(25),

Foreign key (CartelName) references CARTEL\_GROUP(CartelName) on Delete set null on update cascade,

PrimaryKey(CartelName));

Create Table ADMINISTRATOR (AdminName VarChar(25) NOT NULL,

PassCode VarChar(25) NOT NULL,

PrimaryKey(AdminName));

Create Table OVERSEES(AdminName VarChar(25) NOT NULL,

PlayerName VarChar(25) NOT NULL,

Foreign key (AdminName) references ADMINISTRATOR(AdminName) on Delete set null on update cascade,

Foreign key (PlayerName) references PLAYER(PlayerName) on Delete set null on update cascade);

Create Table PLANET (PlanetID VarChar(25) NOT NULL,

Baubles INT NOT NULL,

Resources INT NOT NULL,

X\_Coordinate FLOAT NOT NULL,

Y\_Coordinate FLOAT NOT NULL,

Z\_Coordinate FLOAT NOT NULL,

PlayerName VarChar(25),

PrimaryKey(PlanetID),

Foreign key (PlayerName) references PLAYER(PlayerName) on delete set null on update cascade);

Create Table SHIPYARD (ID\_Number VarChar(25) NOT NULL,

CostOfBuilding INT,

PlanetID VarChar(25),

PrimaryKey(ID\_Number),

Foreign key (PlanetID) references PLANET(PlanetID) on delete set null on update cascade);

Create Table FACTORY (ID\_Number VarChar(25) NOT NULL,

CostOfBuilding INT,

PlanetID VarChar(25),

PrimaryKey(ID\_Number),

Foreign key (PlanetID) references PLANET(PlanetID) on delete set null on update cascade);

Create Table MINE (ID\_Number VarChar(25) NOT NULL,

CostOfBuilding INT,

PlanetID VarChar(25),

PrimaryKey(ID\_Number),

Foreign key (PlanetID) references PLANET(PlanetID) on delete set null on update cascade);

Create Table RESEARCH\_CENTER (ID\_Number VarChar(25) NOT NULL,

CostOfBuilding INT,

CurrentResearchLevel INT NOT NULL,

PlanetID VarChar(25),

PrimaryKey(ID\_Number),

Foreign key (PlanetID) references PLANET(PlanetID) on delete set null on update cascade);