Alter Table PLAYER drop constraint ‘playcartfk’;

Insert into PLAYER

(PlayerName, Password, Money, Private\_Messages, Private\_Chat\_System, CartelName)

Values (‘Timmy’, ‘abc123’, 10000, ‘Hey you’, ‘Let’s play’, ‘Reapers’);

Insert into CARTEL\_GROUP

(CartelName, Resources, MessageBoard, Leader)

Values (‘Reapers’, 1000000, ‘Message of the day’, ‘Timmy’);

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

Insert into CHAT\_SYSTEM

(PrivateChatSystem, CartelName)

Values (‘Hello, how are you’, ‘Reapers’);

Insert into ADMINISTRATOR

(AdminName, PassCode)

Values (‘watcher15’, ‘iwatchall’);

Insert into OVERSEES

(AdminName, PlayerName)

Values (‘watcher15’, ‘Timmy’);

Insert into FLEET

(FleetID, PlayerName)

Values (‘fleet2657’, ‘Timmy’);

Insert into CRUISER

(ID\_Number, Resources, Weapons, Upgrades, FleetID)

values(‘cruiser12’, 5000, 250, 5, ‘fleet2657’);

Insert into CARGO\_SHIP

(ID\_Number, Resources, Weapons, Upgrades, FleetID)

values(‘cargo27’, 10000, 100, 25, ‘fleet2657’);

Insert into PLANET

(PlanetID, Baubles, Resources, X\_Coordinate, Y\_Coordinate, Z\_Coordinate, PlayerName)

Values (‘besania25’, 10000, 25000, 756, -111, 25, ‘Timmy’);

Insert into SHIPYARD

(ID\_Number, CostOfBuilding, PlanetID)

Values (‘shipyard27’, 100, ‘besania25’);

Insert into FACTORY

(ID\_Number, CostOfBuilding, PlanetID)

Values (‘factory78’, 500, ‘besania25’);

Insert into MINE

(ID\_Number, CostOfBuilding, PlanetID)

Values (‘mine1’, 25, ‘besania25’);

Insert into RESEARCH\_CENTER

(ID\_Number, CostOfBuilding, CurrentResearchLevel, PlanetID)

Values (‘research150’, 2500, 52, ‘besania25’);