

Static Map Information extracted via BWAPI

region	
PK	<u>RegionID</u>
FK1,U1	MapID
U1	ScRegionID

buildtile	
PK	<u>BuildTileID</u>
FK2,U1	MapID
U1	BTilePosX
U1	BTilePosY
FK1,I1	GroundHeightID
	Buildable
	Walkable
	ChokeDist
	BaseLocationDist
	StartLocationDist
FK3,I2	RegionID

map	
PK	<u>MapID</u>
U2,U1	Hash
U2	NumStartPos
	MapName

**Key:**  
PK: Primary Key  
U: Unique Index  
I: Index

FK: Foreign Key  
Bold: Required (non null)

replay	
PK	<u>ReplayID</u>
U1	ReplayName
FK1	Duration
	MapID

Gameplay Information  
extracted from replay file

Non null constraint cannot  
be enforced as entries are  
created before map  
information is extracted

playerreplay	
PK	<u>PlayerReplayID</u>
	PlayerName
	Winner
FK2,I3	RaceID
FK3,I1	ReplayID
FK1,I2	StartPosBTID

regionvaluechange	
PK	<u>ChangeID</u>
FK1,U1	PlayerReplayID
FK2,U1,I1	RegionID
U1	Frame
	GroundUnitValue
	BuildingValue
	AirUnitValue
	EnemyGroundUnitValue
	EnemyBuildingValue
	EnemyAirUnitValue
	ResourceValue

resourcechange	
PK	<u>ChangeID</u>
FK1,U1	PlayerReplayID
U1	Frame
	Minerals
	Gas
	Supply
	TotalMinerals
	TotalGas
	TotalSupply

visibilitychange	
PK	<u>VisibilityChangeID</u>
FK1,I1,U1	ViewerID
FK2,I2,U1	UnitID
U1	ChangeTime
	ChangeVal

event	
PK	<u>EventID</u>
FK3,I4	ReplayID
I4	Frame
FK2,I1	EventTypeID
FK4,I2	UnitID
FK1,I3	BuildTileID

Events may refer to  
a Unit or a BuildTile

attributechange	
PK	<u>AttributeChangeID</u>
FK2,U1	UnitID
FK1,U1,I1	AttributeTypeID
U1	ChangeVal
	ChangeTime

unit	
PK	<u>UnitID</u>
FK1,U1	PlayerReplayID
FK2,I1	UnitTypeID
I2,U1	UnitReplayID

unitgroup	
PK	<u>UnitGroupID</u>
PK,FK1,I1	<u>UnitID</u>

action	
PK	<u>ActionID</u>
FK2,I1	PlayerReplayID
I2	Frame
FK3,I3	UnitCommandTypeID
FK1,I4	OrderTypeID
FK4,I5	UnitGroupID
	TargetID
	TargetX
	TargetY
	Delayed

Dynamic Gameplay Simulation Information extracted via BWAPI