-- Create the crime\_game database

CREATE DATABASE IF NOT EXISTS crime\_game;

-- Use the crime\_game database

USE crime\_game;

-- Create the page\_savepoint table

CREATE TABLE IF NOT EXISTS page\_savepoint (

id INT AUTO\_INCREMENT PRIMARY KEY,

picture\_name VARCHAR(255) NOT NULL,

page\_number VARCHAR(255) NOT NULL,

page\_description TEXT,

savepoint\_number INT NOT NULL,

created\_at TIMESTAMP DEFAULT CURRENT\_TIMESTAMP

);