

Goal(goal_id, role_id, condition)

- foreign key role_id references Role

Card(card_id, type, cost, description, effect, title, value, back_texture, front_texture)

Role(role_id, ability, description, goal_id, title, back_texture, front_texture)

- foreign key goal_id references Goal

User(user_id, username, password, games_won, games_lost)