user (<u>user_id</u>, username, password, salt, first_name, last_name, email, avatar_id)
- ● Foreign Key avatar_id references avatar

Contains user information for login

avatar (<u>avatar_id</u>, happy, mad, mocking)
Contains sprite images for avatar emotions

inventory (<u>inventory_id</u>, owner, wood, stone, gold)
- ● Foreign Key owner references user

Keeps running totals of each players resources

troop (<u>troop_id</u>, owner, name, type, location_x, location_y, health, speed, attack)
- ● Foreign Key owner references user

Holds information for each troop created, including who they belong to

building (<u>building_id</u>, owner, location_x, location_y, health, name)
- ● Foreign Key owner references user

Holds information for buildings/structures on the map

resource (<u>resource_id</u>, location_x, location_y, type, amount)
Keeps track of where resources are located on the map, and how much is available at each point