sessions

session_id		int
user_id	int	NN
session_token	varchar(255)	NN
created_at		datetime
expires_at	datetime	NN
is_active		boolean

save_states

save_id		int
user_id	int	NN
session_id	int	NN
run_id		int
run_number		int
floor_id		int
room_id		int
current_hp		int
gold		int
is_active		boolean
saved_at		datetime

run_history

run_id		int
user_id	int	NN
run_number	int	NN
started_at		datetime
ended_at		datetime
final_floor		int
final_gold		int
gold_spent		int
cause_of_death	cause_of_death	E
total_kills		int
bosses_killed		int
duration_seconds		int
max_damage_hit		int

permanent_player_upgrades

upgrade_id		int
user_id	int	NN
upgrade_type	upgrade_type E	NN
level		int
current_value		decimal(10,2)
base_value		decimal(10,2)
updated_at		datetime

users

user_id		int
username	varchar(50)	NN
email	varchar(100)	NN
password_hash	varchar(255)	NN
role	role	E
created_at		datetime
last_login		datetime
is_active		boolean

weapon_upgrade_purchases

purchase_id		int
user_id	int	NN
run_id	int	NN
run_number	int	NN
weapon_type	weapon_type E	NN
upgrade_level	int	NN
cost	int	NN
purchased_at		datetime

player_stats

stat_id		int
user_id	int	NN
total_runs		int
total_kills		int
total_deaths		int
total_gold_earned		int
total_gold_spent		int
total_bosses_killed		int
total_playtime_seconds		int
highest_floor_ever		int
max_damage_hit		int
last_updated		datetime

boss_kills

boss_kill_id		int
user_id	int	NN
run_id	int	NN
run_number	int	NN
boss_type	boss_type	E
floor	int	NN
fight_duration_seconds		int
player_hp_remaining		int
killed_at		datetime

player_settings

setting_id		int
user_id	int	NN
music_volume		float
sfx_volume		float
auto_save_enabled		boolean
updated_at		datetime

weapon_upgrades_temp

temp_upgrade_id		int
user_id	int	NN
run_id	int	NN
run_number		int
melee_level		int
ranged_level		int
is_active		boolean
updated_at		datetime

user_run_progress

progress_id		int
user_id	int	NN
current_run_number		int
highest_floor_reached		int
total_completed_runs		int
last_updated		datetime

enemy_kills

kill_id		int
user_id	int	NN
run_id	int	NN
run_number	int	NN
enemy_type	enemy_type E	NN
room_id	int	NN
floor	int	NN
killed_at		datetime

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sessions

session_id	int
user_id	int NN
session_token	varchar(255) NN
created_at	datetime
expires_at	datetime NN
is_active	boolean

save_states

save_id	int
user_id	int NN
session_id	int NN
run_id	int
run_number	int
floor_id	int
room_id	int
current_hp	int
gold	int
is_active	boolean
saved_at	datetime

run_history

run_id	int
user_id	int NN
run_number	int NN
started_at	datetime
ended_at	datetime
final_floor	int
final_gold	int
gold_spent	int
cause_of_death	cause_of_death E
total_kills	int
bosses_killed	int
duration_seconds	int
max_damage_hit	int

permanent_player_upgrades

upgrade_id	int
user_id	int NN
upgrade_type	upgrade_type E NN
level	int
current_value	decimal(10,2)
base_value	decimal(10,2)
updated_at	datetime

users

user_id	int
username	varchar(50) NN
email	varchar(100) NN
password_hash	varchar(255) NN
role	role E
created_at	datetime
last_login	datetime
is_active	boolean

weapon_upgrade_purchases

purchase_id	int
user_id	int NN
run_id	int NN
run_number	int NN
weapon_type	weapon_type E NN
upgrade_level	int NN
cost	int NN
purchased_at	datetime

boss_kills

boss_kill_id	int
user_id	int NN
run_id	int NN
run_number	int NN
boss_type	boss_type E
floor	int NN
fight_duration_seconds	int
player_hp_remaining	int
killed_at	datetime

player_stats

stat_id	int
user_id	int NN
total_runs	int
total_kills	int
total_deaths	int
total_gold_earned	int
total_gold_spent	int
total_bosses_killed	int
total_playtime_seconds	int
highest_floor_ever	int
max_damage_hit	int
last_updated	datetime

weapon_upgrades_temp

temp_upgrade_id	int
user_id	int NN
run_id	int NN
run_number	int
melee_level	int
ranged_level	int
is_active	boolean
updated_at	datetime

player_settings

setting_id	int
user_id	int NN
music_volume	float
sfx_volume	float
auto_save_enabled	boolean
updated_at	datetime

enemy_kills

kill_id	int
user_id	int NN
run_id	int NN
run_number	int NN
enemy_type	enemy_type E NN
room_id	int NN
floor	int NN
killed_at	datetime

user_run_progress

progress_id	int
user_id	int NN
current_run_number	int
highest_floor_reached	int
total_completed_runs	int
last_updated	datetime

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```
Enum role {
    player
    admin
}


Enum upgrade_type {
    health_max
    stamina_max
    movement_speed
}


Enum cause_of_death {
    enemy_kill
    boss_kill
    timeout
    disconnect
    victory
    active
}


Enum enemy_type {
    common
    rare
}


Enum boss_type {
    dragon
}


Enum weapon_type {
    melee
    ranged
}
```