drop database if exists neptis;

create database neptis;

use neptis;

create table User(

email varchar (100) primary key,

password varchar (100),

title varchar (100),

game1 varchar (100) unique,

game2 varchar (100) unique,

game3 varchar (100) unique,

game4 varchar (100) unique);

create table Game1(

code varchar (100) primary key,

user varchar (100) unique);

create table Game2(

code varchar (100) primary key,

user varchar (100) unique);

create table Game3(

code varchar (100) primary key,

user varchar (100) unique);

create table Game4(

code varchar (100) primary key,

user varchar (100) unique);

create table Match1(

code varchar (100) primary key,

heritage varchar (100),

game1 varchar (100) unique);

create table Treasure(

code varchar (100) primary key,

info varchar (999),

coordinates varchar (100) unique,

heritage varchar (100));

create table Card(

code varchar (100) primary key,

description varchar (999));

create table Medal(

code varchar (100) primary key,

name varchar (100),

type varchar (100));

create table Puzzle(

code varchar (100) primary key,

enabled boolean,

answer varchar (100),

heritage varchar (100),

level int);

create table Review(

game4 varchar (100),

heritage varchar (100),

likes int,

dislikes int,

data varchar (999),

primary key (game4,heritage));

create table Infopoint(

code varchar (100) primary key,

description varchar (999),

coordinates varchar (100) unique,

heritage varchar (100));

create table Culturalorganization(

email varchar (100) primary key);

create table Heritage(

name varchar (100) primary key,

info varchar (999),

period varchar (100),

typology varchar (100),

coordinates varchar (100) unique,

culturalorganization varchar (100),

g1 boolean,

g2 boolean,

g3 boolean,

g4 boolean);

create table Mission(

code varchar (100) primary key,

description varchar (999));

create table Achievement(

code varchar (100) primary key,

description varchar (999));

create table Tc(

treasure varchar (100),

card varchar (100),

primary key (treasure, card));

create table Mt(

match1 varchar (100),

treasure varchar (100),

found boolean,

primary key (match1, treasure));

create table Ha(

heritage varchar (100),

culturalorganization varchar (100),

primary key (heritage, culturalorganization));

create table G1h(

game1 varchar (100),

heritage varchar (100),

primary key (game1, heritage));

create table G2h(

game2 varchar (100),

heritage varchar (100)

primary key (game2, heritage));

create table G2m(

game2 varchar (100),

medal varchar (100),

obtained boolean,

primary key (game2, medal));

create table G3p(

game3 varchar (100),

puzzle varchar (100),

solved boolean,

primary key (game3, puzzle));

create table G4h(

game4 varchar (100),

heritage varchar (100),

primary key (game4, heritage));

create table Mg1(

mission varchar (100),

game1 varchar (100),

primary key (mission, game1));

create table Mg2(

mission varchar (100),

game2 varchar (100),

primary key (mission, game2));

create table Mg3(

mission varchar (100),

game3 varchar (100),

primary key (mission, game3));

create table Mg4(

mission varchar (100),

game4 varchar (100),

primary key (mission, game4));

create table Ag1(

achievement varchar (100),

game1 varchar (100),

primary key (achievement , game1));

create table Ag2(

achievement varchar (100),

game2 varchar (100),

primary key (achievement , game2));

create table Ag3(

achievement varchar (100),

game3 varchar (100),

primary key (achievement , game3));

create table Ag4(

achievement varchar (100),

game4 varchar (100),

primary key (achievement , game4));

create table G1c(

game1 varchar (100),

card varchar (100),

primary key (game1,card));

alter table Treasure

add constraint fk1 foreign key Treasure (heritage) references Heritage (name) ON DELETE CASCADE;

alter table Match1

add constraint fk2 foreign key Match1 (game1) references Game1 (code) ON DELETE CASCADE,

add constraint fk3 foreign key Match1 (heritage) references heritage (name) ON DELETE CASCADE;

alter table Heritage

add constraint fk4 foreign key Heritage (culturalorganization) references Culturalorganization (email)

ON DELETE CASCADE;

alter table Infopoint

add constraint fk5 foreign key Infopoint (heritage) references Heritage (name) ON DELETE CASCADE;

alter table Puzzle

add constraint fk6 foreign key Puzzle (heritage) references Heritage (name) ON DELETE CASCADE;

alter table Review

add constraint fk7 foreign key Review (heritage) references Heritage (name) ON DELETE CASCADE,

add constraint fk8 foreign key Review (game4) references Game4 (code) ON DELETE CASCADE;

alter table User

add constraint fk9 foreign key User (game1) references Game1 (code) ON DELETE CASCADE,

add constraint fk10 foreign key User (game2) references Game2 (code) ON DELETE CASCADE,

add constraint fk11 foreign key User (game3) references Game3 (code) ON DELETE CASCADE,

add constraint fk12 foreign key User (game4) references Game4 (code) ON DELETE CASCADE;

alter table Game1

add constraint fk13 foreign key Game1 (user) references User (email) ON DELETE CASCADE;

alter table Game2

add constraint fk14 foreign key Game2 (user) references User (email) ON DELETE CASCADE;

alter table Game3

add constraint fk15 foreign key Game3 (user) references User (email) ON DELETE CASCADE;

alter table Game4

add constraint fk16 foreign key Game4 (user) references User (email) ON DELETE CASCADE;

alter table Tc

add constraint fk17 foreign key Tc (treasure) references Treasure (code) ON DELETE CASCADE,

add constraint fk18 foreign key Tc (card) references Card (code) ON DELETE CASCADE;

alter table Mt

add constraint fk19 foreign key Mt (match1) references Match1 (code) ON DELETE CASCADE,

add constraint fk20 foreign key Mt (treasure) references Treasure (code) ON DELETE CASCADE;

alter table Ha

add constraint fk21 foreign key Ha (heritage) references Heritage (name) ON DELETE CASCADE,

add constraint fk22 foreign key Ha (culturalorganization) references Culturalorganization (email) ON DELETE CASCADE;

alter table G1h

add constraint fk23 foreign key G1h (game1) references Game1 (code) ON DELETE CASCADE,

add constraint fk24 foreign key G1h (heritage) references Heritage (name) ON DELETE CASCADE;

alter table G2h

add constraint fk25 foreign key G2h (game2) references Game2 (code) ON DELETE CASCADE,

add constraint fk26 foreign key G2h (heritage) references Heritage (name) ON DELETE CASCADE;

alter table G2m

add constraint fk27 foreign key G2m (game2) references Game2 (code) ON DELETE CASCADE,

add constraint fk28 foreign key G2m (medal) references Medal (code) ON DELETE CASCADE;

alter table G3p

add constraint fk29 foreign key G3p (game3) references Game3 (code) ON DELETE CASCADE,

add constraint fk30 foreign key G3p (puzzle) references Puzzle (code) ON DELETE CASCADE;

alter table G4h

add constraint fk31 foreign key G4h (game4) references Game4 (code) ON DELETE CASCADE,

add constraint fk32 foreign key G4h (heritage) references Heritage (name) ON DELETE CASCADE;

alter table Mg1

add constraint fk33 foreign key Mg1 (mission) references Mission (code) ON DELETE CASCADE,

add constraint fk34 foreign key Mg1 (game1) references Game1 (code) ON DELETE CASCADE;

alter table Mg2

add constraint fk35 foreign key Mg2 (mission) references Mission (code) ON DELETE CASCADE,

add constraint fk36 foreign key Mg2 (game2) references Game2 (code) ON DELETE CASCADE;

alter table Mg3

add constraint fk37 foreign key Mg3 (mission) references Mission (code) ON DELETE CASCADE,

add constraint fk38 foreign key Mg3 (game3) references Game3 (code) ON DELETE CASCADE;

alter table Mg4

add constraint fk39 foreign key Mg4 (mission) references Mission (code) ON DELETE CASCADE,

add constraint fk40 foreign key Mg4 (game4) references Game4 (code) ON DELETE CASCADE;

alter table Ag1

add constraint fk41 foreign key Ag1 (achievement) references Achievement (code) ON DELETE CASCADE,

add constraint fk42 foreign key Ag1 (game1) references Game1 (code) ON DELETE CASCADE;

alter table Ag2

add constraint fk43 foreign key Ag2 (achievement) references Achievement (code) ON DELETE CASCADE,

add constraint fk44 foreign key Ag2 (game2) references Game2 (code) ON DELETE CASCADE;

alter table Ag3

add constraint fk45 foreign key Ag3 (achievement) references Achievement (code) ON DELETE CASCADE,

add constraint fk46 foreign key Ag3 (game3) references Game3 (code) ON DELETE CASCADE;

alter table Ag4

add constraint fk47 foreign key Ag4 (achievement) references Achievement (code) ON DELETE CASCADE,

add constraint fk48 foreign key Ag4 (game4) references Game4 (code) ON DELETE CASCADE;

alter table Gc1

add constraint fk49 foreign key Gc1 (game1) references Game1 (code) ON DELETE CASCADE,

add constraint fk50 foreign key Gc1 (card) references Card (code) ON DELETE CASCADE;

insert into Card values ('card0001','Il Colosseo');

insert into Card values('card0002','Il faro di Alessandria ');

insert into Card values ('card0003','Machu Picchu');

insert into Card values ('card0004','Il London Bridge');

insert into Card values ('card0005','La via Appia');

insert into Card values('card0006','Isola Tiberina');

insert into Card values('card0007','Il Partenone');

insert into Card values('card0008','Lo stile dorico');

insert into Card values('card0009','Lo stile ionico');

insert into Card values('card0010','Lo stile corinzio');

insert into Card values('card0011','Arco a tutto sesto');

insert into Card values('card0012','Arco a sesto acuto');

insert into Card values('card0013','Lo stile gotico');

insert into Card values('card0014','Basilica di San Pietro');

insert into Card values('card0015','Basilica di San Giovanni');

insert into Card values('card0016','Piazza del Popolo');

insert into Card values('card0017','Altare della patria');

insert into Card values('card0018','Balcone di Piazza Venezia');

insert into Card values('card0019','Museo Maxxi');

insert into Card values('card0020','Stadio Olimpico');

insert into Card values('card0021','Il Partenone');

insert into Medal values('medal0001','Medaglia Lazio','regione');

insert into Medal values('medal0002','Medaglia Abruzzo','regione');

insert into Medal values('medal0003','Medaglia Sicilia','regione');

insert into Medal values('medal0004','Medaglia Calabria','regione');

insert into Medal values('medal0005','Medaglia Sardegna','regione');

insert into Medal values('medal0006','Medaglia Basilicata','regione');

insert into Medal values('medal0007','Medaglia Campania','regione');

insert into Medal values('medal0008','Medaglia Puglia','regione');

insert into Medal values('medal0009','Medaglia Impero Romano','periodo storico');

insert into Medal values('medal0010','Medaglia Magna Grecia','periodo storico');

insert into Medal values('medal0011','Medaglia Basso Medioevo','periodo storico');

insert into Medal values('medal0012','Medaglia Alto Medioevo','periodo storico');

insert into Medal values('medal0013','Medaglia Rinascimento','periodo storico');

insert into Medal values('medal0014','Medaglia Barocco','periodo storico');

insert into Medal values('medal0015','Medaglia Arte Moderna','periodo storico');

insert into Medal values('medal0016','Medaglia Antica Roma','periodo storico');

insert into Medal values('medal0017','Medaglia Arte Contemporanea','periodo storico');

insert into Medal values('medal0018','Medaglia Cattedrale','tipologia');

insert into Medal values('medal0019','Medaglia Ponte','tipologia');

insert into Medal values('medal0020','Medaglia Museo','tipologia');

insert into Medal values('medal0021','Medaglia Scavo archeologico','tipologia');

insert into Medal values('medal0022','Medaglia Castello','tipologia');

insert into Medal values('medal0023','Medaglia Anfiteatro','tipologia');

insert into Medal values('medal0024','Medaglia Monumento','tipologia');

insert into Medal values('medal0025','Medaglia Chiesa','tipologia');

insert into Culturalorganization values('comuneroma@gmail.it');

insert into Culturalorganization values('statovaticano@libero.it');

insert into Culturalorganization values('associazioneculturale@hotmail.it');

insert into Culturalorganization values('enteprivato@gmail.com');

insert into Culturalorganization values('comunitaebraica@alice.it');

insert into Culturalorganization values('statoitaliano@gmail.com');

insert into Culturalorganization values('enteturismo@libero.com');

insert into Mission values('mission0001','Visita la Puglia');

insert into Mission values('mission0002','Visita la Basilicata');

insert into Mission values('mission0003','Trova un tesoro');

insert into Mission values('mission0004','Scrivi una recensione');

insert into Mission values('mission0005','Apri un pacchetto di carte');

insert into Mission values('mission0006','Visita una chiesa');

insert into Mission values('mission0007','Raccogli due forzieri');

insert into Mission values('mission0008','Visita due beni culturali');

insert into Mission values('mission0009','Risolvi un enigma');

insert into Mission values('mission0010','Vota una recensione');

insert into Mission values('mission0011','Visita un ponte');

insert into Mission values('mission0012','Visita un castello');

insert into Achievement values('achi0001','Visita 50 chiese');

insert into Achievement values('achi0002','Raggiungi il livello 15 in un portale');

insert into Achievement values('achi0003','Apri 100 forzieri');

insert into Achievement values('achi0004','Colleziona 100 carte');

insert into Achievement values('achi0005','Risolvi 25 enigmi');

insert into Achievement values('achi0006','Vinci 10 medaglie');

insert into Achievement values('achi0007','Vinci 50 medaglie');

insert into Achievement values('achi0008','Visita 100 beni culturali');

insert into Achievement values('achi0009','Visita 10 regioni');

insert into Achievement values('achi0010','Visita 20 regioni');

insert into Achievement values('achi0011','Scrivi 50 recensioni');

insert into Achievement values('achi0012','Vota 100 recensioni');

insert into Heritage values('Colosseo','Il colosseo è chiamato Anfiteatro Flavio','Impero Romano','Anfiteatro','98.20','statoitaliano@gmail.com',true,true,true,true);

insert into Heritage values('Altare della Patria','Si trova vicino Piazza Venezia','Rinascimento','Monumento','93.27','statoitaliano@gmail.com',true,true,false,true);

insert into Heritage values('Ponte Milvio','Costruito dai Romani','Antica Roma','Ponte','90.90','comuneroma@gmail.it',true,true,true,false);

insert into Heritage values('Basilica di San Pietro','Costruita in epoche diverse','Rinascimento','Chiesa','80.98','statovaticano@libero.it',true,true,true,true);

insert into Heritage values('Arco di Trionfo','Costruito da Costantino','Impero Romano','Monumento','98.10','statoitaliano@gmail.com',true,true,true,false);

insert into Heritage values('Nuvola di Fuksas','Usata come centro congressi','Arte contemporanea','Museo','91.15','enteprivato@gmail.com',true,true,false,true);

insert into Infopoint values('info0001','Piazza fatta dal Bernini','80.99','Basilica di San Pietro');

insert into Infopoint values('info0002','Altare in oro','80.95','Basilica di San Pietro');

insert into Infopoint values('info0003','La cupola di San Pietro','80.94','Basilica di San Pietro');

insert into Infopoint values('info0004','Zona per i leoni','98.21','Colosseo');

insert into Infopoint values('info0005','Arco a tutto sesto','98.23','Colosseo');

insert into Infopoint values('info0006','Ingresso arena','98.25','Colosseo');

insert into Infopoint values('info0007','Tribuna per i nobili','98.30','Colosseo');

insert into Infopoint values('info0008','Entrata principale','91.16','Nuvola di Fuksas');

insert into Infopoint values('info0009','Zona panoramica','91.18','Nuvola di Fuksas');

insert into Infopoint values('info0010','Per costruirlo ci sono voluti 5 anni','91.20','Nuvola di Fuksas');

insert into Infopoint values('info0011','Milite ignoto','93.28','Altare della Patria');

insert into Infopoint values('info0012','Zona del Vittoriano','93.90','Altare della Patria');

insert into Infopoint values('info0013','Vicino al Colosseo','98.11','Arco di Trionfo');

insert into Infopoint values('info0014','Battaglia di Costantino','98.12','Arco di Trionfo');

insert into Infopoint values('info0015','Fatto costruire dal Senato','98.13','Arco di Trionfo');

insert into Infopoint values('info0016','Battaglia di Ponte Milvio','90.94','Ponte Milvio');

insert into Infopoint values('info0017','Edificato sul fiume Tevere','90.95','Ponte Milvio');

insert into Treasure values('treas0001','Pietro fu il primo Santo','80.80','Basilica di San Pietro');

insert into Treasure values('treas0002','La cappella sistina di Michelangelo','80.43','Basilica di San Pietro');

insert into Treasure values('treas0003','Completato dai Flavi','98.19','Colosseo');

insert into Treasure values('treas0004','Piu di 500 spettacoli annuali ','98.10','Colosseo');

insert into Treasure values('treas0005','Fuksas è un architetto','91.15','Nuvola di Fuksas');

insert into Treasure values('treas0006','InfoTesoroAltare1','93.28','Altare della Patria');

insert into Treasure values('treas0007','InfoTesoroArco1','98.11','Arco di Trionfo');

insert into Treasure values('treas0008','InfoTesoroArco2','98.12','Arco di Trionfo');

insert into Treasure values('treas0009','InfoTesoroPonteMilvio1','90.94','Ponte Milvio');

insert into Treasure values('treas0010','InfoTesoroPonteMilvio2','90.95','Ponte Milvio');

insert into Puzzle values('puzzle0001',true,'risposta11','Basilica di San Pietro',1);

insert into Puzzle values('puzzle0002',true,'risposta23','Colosseo',3);

insert into Puzzle values('puzzle0003',true,'risposta32','Arco di Trionfo',2);

insert into Puzzle values('puzzle0004',false,'risposta44','Ponte Milvio',4);

SET foreign\_key\_checks = 0;

insert into User values('player1@gmail.it','pass1',null,'game10001','game20001','game30001','game40001');

insert into User values('player2@gmail.it','pass2',null,'game10002','game20002','game30002','game40002');

insert into User values('player3@gmail.it','pass3',null,'game10003','game20003','game30003','game40003');

insert into User values('player4@gmail.it','pass4',null,'game10004','game20004','game30004','game40004');

insert into User values('player5@gmail.it','pass5',null,'game10005','game20005','game30005','game40005');

insert into User values('player6@gmail.it','pass6',null,'game10006','game20006','game30006','game40006');

insert into User values('player7@gmail.it','pass7',null,'game10007','game20007','game30007','game40007');

insert into User values('player8@gmail.it','pass8',null,'game10008','game20008','game30008','game40008');

insert into Game1 values('game10001','player1@gmail.it');

insert into Game1 values('game10002','player2@gmail.it');

insert into Game1 values('game10003','player3@gmail.it');

insert into Game1 values('game10004','player4@gmail.it');

insert into Game1 values('game10005','player5@gmail.it');

insert into Game1 values('game10006','player6@gmail.it');

insert into Game1 values('game10007','player7@gmail.it');

insert into Game1 values('game10008','player8@gmail.it');

insert into Game2 values('game20001','player1@gmail.it');

insert into Game2 values('game20002','player2@gmail.it');

insert into Game2 values('game20003','player3@gmail.it');

insert into Game2 values('game20004','player4@gmail.it');

insert into Game2 values('game20005','player5@gmail.it');

insert into Game2 values('game20006','player6@gmail.it');

insert into Game2 values('game20007','player7@gmail.it');

insert into Game2 values('game20008','player8@gmail.it');

insert into Game3 values('game30001','player1@gmail.it');

insert into Game3 values('game30002','player2@gmail.it');

insert into Game3 values('game30003','player3@gmail.it');

insert into Game3 values('game30004','player4@gmail.it');

insert into Game3 values('game30005','player5@gmail.it');

insert into Game3 values('game30006','player6@gmail.it');

insert into Game3 values('game30007','player7@gmail.it');

insert into Game3 values('game30008','player8@gmail.it');

insert into Game4 values('game40001','player1@gmail.it');

insert into Game4 values('game40002','player2@gmail.it');

insert into Game4 values('game40003','player3@gmail.it');

insert into Game4 values('game40004','player4@gmail.it');

insert into Game4 values('game40005','player5@gmail.it');

insert into Game4 values('game40006','player6@gmail.it');

insert into Game4 values('game40007','player7@gmail.it');

insert into Game4 values('game40008','player8@gmail.it');

SET foreign\_key\_checks = 1;

insert into Match1 values('match0001','Colosseo','game10001');

insert into Match1 values('match0002','Colosseo','game10002');

insert into Match1 values('match0003','Altare della Patria','game10003');

insert into Match1 values('match0004','Ponte Milvio','game10004');

insert into Match1 values('match0005','Ponte Milvio','game10005');

insert into Match1 values('match0006','Basilica di San Pietro','game10006');

insert into Match1 values('match0007','Basilica di San Pietro','game10007');

insert into Match1 values('match0008','Basilica di San Pietro','game10008');

insert into Review values('game40002','Colosseo',0,0,'Molto bello');

insert into Review values('game40003','Nuvola di Fuksas',0,0,'Quanto è grande!');

insert into Review values('game40006','Basilica di San Pietro',0,0,'Ci ritornerò sicuramente');

insert into Review values('game40007','Colosseo',0,0,'Costa troppo');

insert into Review values('game40008','Colosseo',0,0,'Mi piacciono i romani');

insert into Tc values('treas0001','card0001');

insert into Tc values('treas0001','card0005');

insert into Tc values('treas0001','card0021');

insert into Tc values('treas0001','card0020');

insert into Tc values('treas0001','card0008');

insert into Tc values('treas0002','card0017');

insert into Tc values('treas0002','card0004');

insert into Tc values('treas0002','card0009');

insert into Tc values('treas0002','card0019');

insert into Tc values('treas0002','card0014');

insert into Tc values('treas0003','card0013');

insert into Tc values('treas0003','card0012');

insert into Tc values('treas0003','card0011');

insert into Tc values('treas0003','card0010');

insert into Tc values('treas0003','card0007');

insert into Tc values('treas0004','card0001');

insert into Tc values('treas0004','card0002');

insert into Tc values('treas0004','card0003');

insert into Tc values('treas0004','card0004');

insert into Tc values('treas0004','card0005');

insert into Tc values('treas0005','card0006');

insert into Tc values('treas0005','card0007');

insert into Tc values('treas0005','card0008');

insert into Tc values('treas0005','card0009');

insert into Tc values('treas0005','card0010');

insert into Tc values('treas0006','card0011');

insert into Tc values('treas0006','card0012');

insert into Tc values('treas0006','card0013');

insert into Tc values('treas0006','card0014');

insert into Tc values('treas0006','card0015');

insert into Tc values('treas0007','card0016');

insert into Tc values('treas0007','card0017');

insert into Tc values('treas0007','card0018');

insert into Tc values('treas0007','card0019');

insert into Tc values('treas0007','card0020');

insert into Tc values('treas0008','card0021');

insert into Tc values('treas0008','card0001');

insert into Tc values('treas0008','card0002');

insert into Tc values('treas0008','card0003');

insert into Tc values('treas0008','card0004');

insert into Tc values('treas0009','card0006');

insert into Tc values('treas0009','card0009');

insert into Tc values('treas0009','card0010');

insert into Tc values('treas0009','card0011');

insert into Tc values('treas0009','card0012');

insert into Tc values('treas0010','card0013');

insert into Tc values('treas0010','card0015');

insert into Tc values('treas0010','card0017');

insert into Tc values('treas0010','card0018');

insert into Tc values('treas0010','card0019');

SET foreign\_key\_checks = 0;

insert into Ha values('Colosseo','statoitaliano@gmail.com');

insert into Ha values('Altare della Patria','statoitaliano@gmail.com');

insert into Ha values('Ponte Milvio','comuneroma@gmail.it');

insert into Ha values('Basilica di San Pietro','statovaticano@libero.it');

insert into Ha values('Arco di Trionfo','statoitaliano@gmail.com');

insert into Ha values('Nuvola di Fuksas','enteprivato@gmail.com');

SET foreign\_key\_checks = 1;

insert into Mt values('Match0001','treas0003',true);

insert into Mt values('Match0001','treas0004',false);

insert into Mt values('Match0002','treas0003',true);

insert into Mt values('Match0002','treas0004',false);

insert into Mt values('Match0003','treas0006',false);

insert into Mt values('Match0004','treas0009',true);

insert into Mt values('Match0004','treas0010',false);

insert into Mt values('Match0005','treas0009',false);

insert into Mt values('Match0005','treas0010',false);

insert into Mt values('Match0006','treas0001',true);

insert into Mt values('Match0006','treas0002',false);

insert into Mt values('Match0007','treas0001',true);

insert into Mt values('Match0007','treas0002',false);

insert into Mt values('Match0008','treas0001',false);

insert into Mt values('Match0008','treas0002',true);

insert into G1h values('game10001','Colosseo');

insert into G1h values('game10002','Colosseo');

insert into G1h values('game10003','Altare della Patria');

insert into G1h values('game10004','Ponte Milvio');

insert into G1h values('game10005','Ponte Milvio');

insert into G1h values('game10006','Basilica di San Pietro');

insert into G1h values('game10007','Basilica di San Pietro');

insert into G1h values('game10008','Basilica di San Pietro');

insert into G1c values('game10001','card0001');

insert into G1c values('game10001','card0005');

insert into G1c values('game10002','card0010');

insert into G1c values('game10002','card0015');

insert into G1c values('game10002','card0001');

insert into G1c values('game10002','card0004');

insert into G1c values('game10003','card0009');

insert into G1c values('game10004','card0020');

insert into G1c values('game10005','card0020');

insert into G1c values('game10006','card0013');

insert into G1c values('game10007','card0011');

insert into G1c values('game10008','card0007');

insert into G1c values('game10008','card0008');

insert into G1c values('game10008','card0009');

insert into G1c values('game10008','card0001');

insert into Mg1 values('mission0001','game10001');

insert into Mg1 values('mission0005','game10004');

insert into Mg1 values('mission0011','game10005');

insert into Mg1 values('mission0012','game10005');

insert into Mg2 values('mission0002','game20006');

insert into Mg2 values('mission0002','game20007');

insert into Mg2 values('mission0006','game20007');

insert into Mg2 values('mission0011','game20008');

insert into Mg3 values('mission0006','game30002');

insert into Mg3 values('mission0008','game30003');

insert into Mg3 values('mission0009','game30004');

insert into Mg3 values('mission0012','game30005');

insert into Mg4 values('mission0001','game40003');

insert into Mg4 values('mission0002','game40004');

insert into Mg4 values('mission0004','game40005');

insert into Mg4 values('mission0010','game40008');

insert into Ag1 values('achi0003','game10004');

insert into Ag1 values('achi0003','game10005');

insert into Ag1 values('achi0004','game10006');

insert into Ag1 values('achi0004','game10007');

insert into Ag2 values('achi0001','game20001');

insert into Ag2 values('achi0006','game20001');

insert into Ag2 values('achi0007','game20003');

insert into Ag2 values('achi0008','game20008');

insert into Ag3 values('achi0005','game30003');

insert into Ag3 values('achi0005','game30004');

insert into Ag3 values('achi0005','game30005');

insert into Ag3 values('achi0005','game30006');

insert into Ag4 values('achi0011','game40001');

insert into Ag4 values('achi0011','game40002');

insert into Ag4 values('achi0012','game40007');

insert into Ag4 values('achi0012','game40008');