Database Function Psudo

Users

CREATE TABLE User
(
userID INT NOT NULL AUTO_INCREMENT,
username VARCHAR(30) UNIQUE NOT NULL,
password CHAR(128) NOT NULL,
email VARCHAR(30) UNIQUE NOT NULL,
PRIMARY KEY (userID)
);

- Select information
    - Select **Username** from **UserID**
    - Select **Password** from **Username**
    - Check if **Username** and/or **Email** exists.

- Insert information
    - Insert new record
        - New **Username**
            - UserID is auto increment so don't need to touch that.
        - New <u>Hashed</u> **Password**
        - New **Email**
    - Inserting new **Password**
        - Take **UserID/Username** from session data.

Anon Users

CREATE TABLE Anon_User
(
userID INT NOT NULL AUTO_INCREMENT,
username VARCHAR(30) UNIQUE NOT NULL,
lobby INT NOT NULL,
PRIMARY KEY (userID),
FOREIGN KEY (lobby) REFERENCES Lobby(lobbyID)
);

- Select information
    - Select **Username** from **UserID**
        - Session data should hold **UserID**
    - Select **Lobby** from **UserID/Username**
    - Select **Username/UserID** from **Lobby**
        - Required to check if the **Username** has been used already in that **Lobby**.

- Insert information
    - Inserting new record.
        - Inserting **Username** and **Lobby** on **UserID**
            - **UserID** is auto increment so don't need to touch that.

Lobby

CREATE TABLE Lobby
(
lobbyID INT NOT NULL AUTO_INCREMENT,
title VARCHAR(30) NOT NULL,
creator VARCHAR(30) NOT NULL,
password CHAR(128),
game INT NOT NULL,
PRIMARY KEY (lobbyID),
FOREIGN KEY (creator) REFERENCES Users(userID)
);

- Select information
  - Select **Creator** from **LobbyID**
  - Select **Password** from **LobbyID**
  - Select **LobbyID** from **Creator**
  - Select **Game** on **LobbyID**
  - Select **Title** from **LobbyID**

- Insert information
  - Inserting new record.
    - Inserting **Title, Password and Game** on **LobbyID** and **Creator**
      - **LobbyID** is auto increment so don't need to touch that.
  - Inserting new **Password** on **LobbyID**
  - Inserting new **Game** on **LobbyID**
  - Inserting new **Title** on **LobbyID**

Game

CREATE TABLE Game
(
gameID INT NOT NULL AUTO_INCREMENT,
creatorID INT NOT NULL,
name VARCHAR(64) NOT NULL,
date_created TIMESTAMP NOT NULL,
PRIMARY KEY (gameID),
FOREIGN KEY (creatorID) REFERENCES Users(userID)
);

- Select information
  - Selecting **CreatorID** on **GameID**
  - Selecting **GameID** on **CreatorID**
  - Selecting **Date_Created** on **CreatorID**
  - Selecting **Date_Created** on **GameID**

- Insert information
  - Inserting new records
    - **CreatorID** on **GameID**
    - **Name** on **GameID**
    - **Date_Created** on **GameID**
  - Inserting new **Name** on **GameID**