MISSING CHECKS ON TABLES

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 username FROM user*
    - *WHERE userID='?';*
  - Select **Password** from **Username**
    - *SELECT password FROM user*
    - *WHERE username='?';*
  - Check if **Username** and/or **Email** exists.
    - *SELECT username FROM user*
    - *WHERE username='?';*

    - *SELECT email FROM user*
    - *WHERE email='?';*

- 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**

    - *INSERT INTO user(username, password, email) VALUES('?', '?', '?');*

  - Inserting new **Password**
    - Take **UserID**/**Username** from session data.
    - *INSERT INTO user(password) VALUES('?', '?', '?'),*

- - *WHERE userID ='?';*

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 username FROM Anon_User*
    - *WHERE username='?';*
  - Select **Lobby** from **UserID/Username**
    - *SELECT lobby FROM Anon_User*
    - *WHERE username='?';*
  - Select **Username/UserID** from **Lobby**
    - Required to check if the **Username** has been used already in that **Lobby**.
    - *SELECT username FROM Anon_User*
    - *WHERE lobby='?';*

- Insert information
  - Inserting new record.
    - Inserting **Username** and **Lobby** on **UserID**
      - **UserID** is auto increment so don't need to touch that.
    - *INSERT INTO user(username, lobby) VALUES('?', '?');*

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 creator FROM Lobby*
    - *WHERE lobbyID='?';*
  - Select **Password** from **LobbyID**
    - *SELECT password FROM Lobby*
    - *WHERE lobbyID='?';*
  - Select **LobbyID** from **Creator**
    - *SELECT lobbyID FROM Lobby*
    - *WHERE Creator='?';*
  - Select **Game** on **LobbyID**
    - *SELECT game FROM Lobby*
    - *WHERE lobbyID ='?';*
  - Select **Title** from **LobbyID**
    - *SELECT title FROM Lobby*
    - *WHERE 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.
    - *INSERT INTO Lobby(title, password, game, creator)*
      VALUES('?', '?', '?', '?');
  - Inserting new **Password** on **LobbyID**
    - *INSERT INTO Lobby(password) VALUES('?', '?', '?'),*
    - *WHERE lobbyID ='?';*
  - Inserting new **Game** on **LobbyID**
    - *INSERT INTO Lobby(game) VALUES('?', '?', '?'),*
    - *WHERE lobbyID ='?';*
  - Inserting new **Title** on **LobbyID**
    - *INSERT INTO Lobby(title) VALUES('?', '?', '?'),*
    - *WHERE lobbyID ='?';*

- Deleting Information //don't know if we want this or not

- ○ Deleting the Lobby all together
  - ▪ *DELETE * FROM lobby*
  - ▪ *WHERE lobbyID = '?' CASCADE;*

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**
    - ▪ *SELECT creatorID FROM Game*
    - ▪ *WHERE gameID ='?';*
  - ○ Selecting **GameID** on **CreatorID**
    - ▪ *SELECT gameID FROM Game*
    - ▪ *WHERE creatorID ='?';*
  - ○ Selecting **Date_Created** on **CreatorID**
    - ▪ *SELECT creatorID FROM Game*
    - ▪ *WHERE gameID ='?';*
  - ○ Selecting **Date_Created** on **GameID**
    - ▪ *SELECT date_created FROM Game*
    - ▪ *WHERE gameID ='?';*

- • Insert information
  - ○ Inserting new records
    - ▪ **CreatorID** on **GameID**
    - ▪ **Name** on **GameID**
    - ▪ **Date_Created** on **GameID**
    - ▪ *INSERT INTO Game(creator, name, (date_created//don't know if this should be here)), VALUES('?', '?', '?'),*
  - ○ Inserting new **Name** on **GameID**
    - ▪ *INSERT INTO game(name) VALUES('?'),*
    - ▪ *WHERE gameID ='?';*