

**Group E**

**CSC667**

**Milestone 3: Web Application Entity Design**

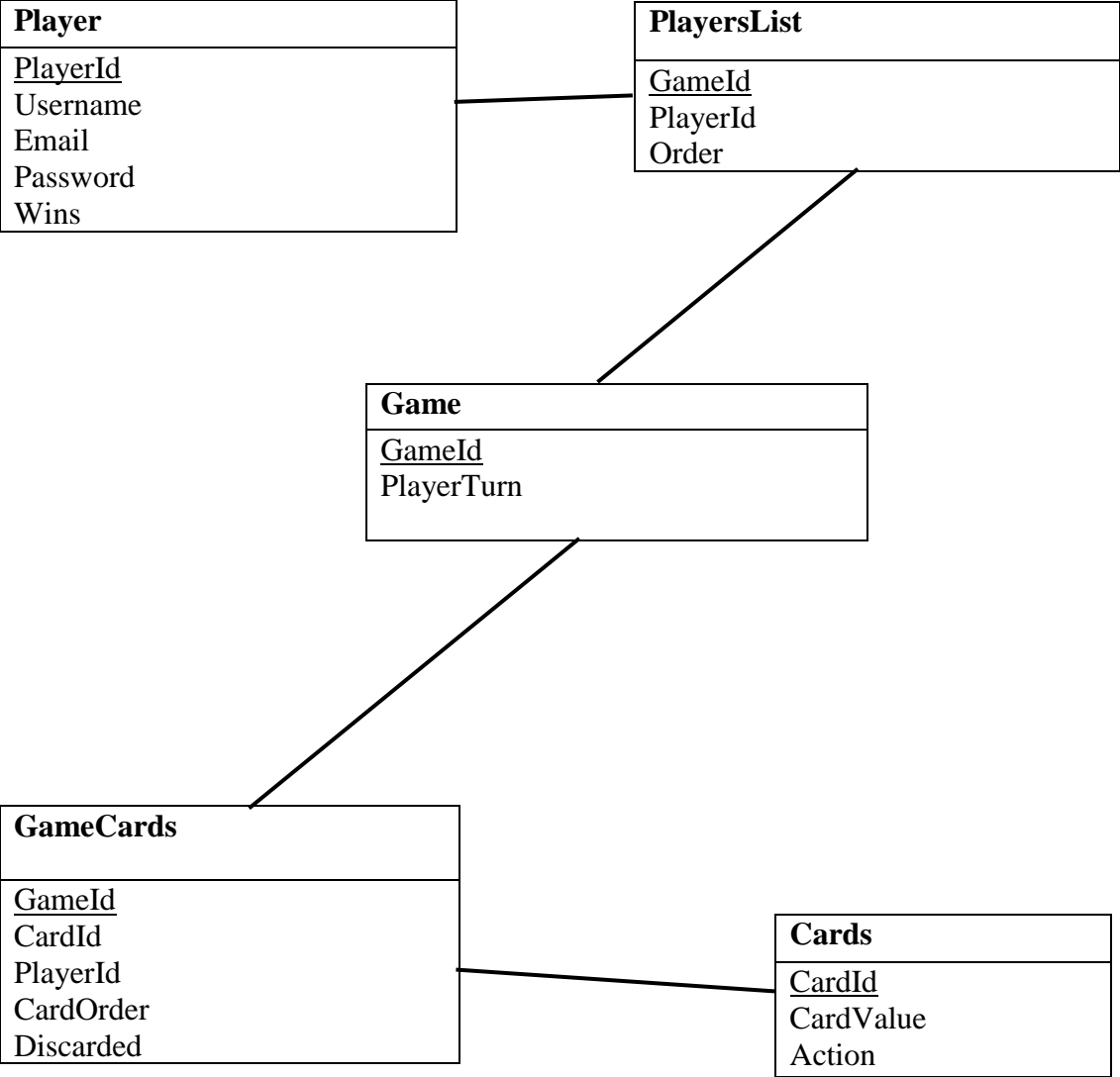
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**Git Repo:** [https://github.com/sfsu-csc-667-fall-2017/term-project-csc667\\_auyeung\\_huynh\\_ip\\_manarang](https://github.com/sfsu-csc-667-fall-2017/term-project-csc667_auyeung_huynh_ip_manarang)

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**Player** – This database will contain information pertaining to players such as their username, their password associated to their username, the email they have given us, their wins which can be used to display how many wins they have. In the future maybe some more stats will be stored here but for now it will just be wins. The primary key and will be PlayerId which will be used in PlayerList

**PlayerList** – This database will be used to store the PlayerId's of the players that will be in a certain Game. This database will also store the GameId that way the PlayerId's can be connected to a certain game. This database will also keep the turn order of the players in a clockwise pattern around the table or in the case of the database in a top to bottom order.

**Game** – This database will keep track of which player's turn it is and will use the GameCards database.

**GameCards** – This database will keep track of the cards remaining in the deck and the order of these cards, what players have which cards in their hands, and which cards have been used and thus discarded. This table uses the Cards table.

**Cards** - This table will hold the 8 different types of cards that are in the game, their numerical value involved in the game as well as what the action they can perform is.