

```
CREATE DATABASE gameBase
WITH OWNER = postgres
ENCODING = 'UTF8'
TABLESPACE = pg_default
LC_COLLATE = 'English_United States.1252'
LC_CTYPE = 'English_United States.1252'
CONNECTION LIMIT = -1;
```

```
DROP TABLE IF EXISTS user_account;
DROP TABLE IF EXISTS user_games;
DROP TABLE IF EXISTS user_networks;
```

```
CREATE TABLE user_account
(
    user_account_id SERIAL NOT NULL PRIMARY KEY,
    username VARCHAR(100) NOT NULL UNIQUE,
    password VARCHAR(100) NOT NULL,
    display_name VARCHAR(100) NOT NULL,
    first_name VARCHAR(50) NOT NULL,
    last_name VARCHAR(50) NOT NULL,
    email VARCHAR(50) NOT NULL
);
```

```
CREATE TABLE user_games
(
    user_game_id SERIAL NOT NULL PRIMARY KEY,
    game_name VARCHAR(100) NOT NULL UNIQUE,
    game_year INT(4) NOT NULL,
    game_rating INT(1) NOT NULL,
    game_image IMAGE NOT NULL,
    FOREIGN KEY (userID) REFERENCES user_account(user_account_id)
);
```

```
CREATE TABLE user_networks
(
    user_network_id SERIAL NOT NULL PRIMARY KEY,
    user_network_email VARCHAR(100) NOT NULL,
    user_network_username VARCHAR(100) NOT NULL,
    FOREIGN KEY (userID) REFERENCES user_account(user_account_id)
);
```