1. INSERT INTO rooms (roomName, description)

VALUES ("Lunar Haven2", "Lunar Haven2, a calm room softly lit by the moon. Serene murals decorate the walls, and silver plants create gentle shadows. Celestial orbs above emit a soothing glow, making it a peaceful retreat in the world.");

INSERT INTO players (playername, roomId, skill, description, health, strength, alive)

VALUES ("Phoenix Fury2", LAST\_INSERT\_ID(), 63, "The Phoenix Fury2 is a fiery warrior, ablaze with the power of a phoenix. Dressed in vibrant red and gold hues, this character embodies the relentless flames of rebirth. With a weapon that flickers like eternal embers, the Phoenix Fury charges into the fray, leaving a trail of fiery devastation and embodying the spirit of the mythical phoenix.", 78, 61, 1);

2. DELETE FROM players

WHERE roomId IN (SELECT roomId FROM rooms WHERE roomName = "Lunar Haven2");

3. UPDATE players

SET points = 500

WHERE playerId = 3;

4. INSERT INTO rooms (roomName, description)

VALUES

("Nightshade Hideout", "Description for Nightshade Hideout"),

("Phoenix Roost", "Description for Phoenix Roost"),

("Runestone Library", "Description for Runestone Library"),

("Stormwatch Bastion", "Description for Stormwatch Bastion"),

("Venomspire Lair", "Description for Venomspire Lair");

5. CREATE TABLE rooms2 (

roomsId INT AUTO\_INCREMENT PRIMARY KEY ,

roomName VARCHAR(25),

description TEXT,

serverId INT,

FOREIGN KEY (serverId) REFERENCES servers(serverId)

);