**Logical Database Design:**

**PLAYERS** (**PLAYER\_ID** INT(42), GOOGLE\_ID INT(?))  
 PRIMARY KEY: PLAYER\_ID  
 FOREIGN KEY: GOOGLE\_ID REFERENCES GOOGLE API

**INVENTORY** (**INVENTORY\_ID** INT(42), EQUIPMENT\_ID INT(42), UNIT\_ID INT(42), CHEWABLE\_ID INT(42), PLAYER\_ID INT(42))  
 PRIMARY KEY: INVENTORY\_ID  
 FOREIGN KEY: EQUIPMENT\_ID REFERENCES EQUIPMENT  
 FOREIGN KEY: UNIT\_ID INT(42) REFERENCES UNITS  
 FOREIGN KEY: CHEWABLE\_ID REFERENCES CHEWABLES  
 FOREIGN KEY: PLAYER\_ID REFERENCES PLAYERS

**UNITS** (**UNIT\_ID** INT(42), TYPE BOOLEAN(F/E), NAME STRING(64), HP INT(42), ATTACK INT(42), DEFENSE INT(42))  
 PRIMARY KEY: UNIT\_ID

**EQUIPMENT** (**EQUIPMENT\_ID** INT(42), AFFECTVALUE FLOAT(6,4), TYPE STRING(64))   
 PRIMARY KEY: EQUIPMENT\_ID

**CHEWABLES** (**CHEWABLE\_ID** INT(42), AFFECTVALUE FLOAT(6,4))  
 PRIMARY KEY: CHEWABLE\_ID

**EQUIPPED** (**EQUIPPED\_ID** INT(42), UNIT\_ID INT(42), EQUIPMENT\_ID INT(42), CHEWABLE\_ID INT(42))  
 PRIMARY KEY: EQUIPPED\_ID  
 FOREIGN KEY: UNIT\_ID REFERENCES UNITS  
 FOREIGN KEY: EQUIPMENT\_ID REFERENCES EQUIPMENT  
 FOREIGN KEY: CHEWABLE\_ID REFENCEDS CHEWABLES

**PROGRESS** (**PROGRESS\_ID** INT(42), FLOOR\_ID INT(42), PLAYER\_ID INT(42), SCORE FLOAT(6,4))  
 PRIMARY KEY: PROGRESS\_ID  
 FOREIGN KEY: FLOOR\_ID REFERENCES FLOORS  
 FOREIGN KEY: PLAYER\_ID REFERENCES PLAYERS

**FLOORS** (**FLOOR\_ID** INT(42), UNIT\_ID INT(42), NUMBER INT(42))  
 PRIMARY KEY: FLOOR\_ID  
 FOREIGN KEY: UNIT\_ID REFERENCES UNITS