**Logical Database Design: MySQL Data Definitions**

**CREATE TABLE PLAYERS** (**PLAYER\_ID** INT(42) NOT NULL AUTO INCREMENT, GOOGLE\_ID INT(255) NOT NULL, PLAYER\_NAME VARCHAR(255) NOT NULL, PRIMARY KEY(**PLAYER\_ID**));  
 PRIMARY KEY: **PLAYER\_ID**  
 FOREIGN KEY: GOOGLE\_ID REFERENCES GOOGLE API

**CREATE TABLE INVENTORY** (**INVENTORY\_ID** INT(42) NOT NULL AUTO\_INCREMENT, EQUIPMENT\_ID INT(42) NOT NULL, UNIT\_ID INT(42) NOT NULL, CHEWABLE\_ID INT(42) NOT NULL, PLAYER\_ID INT(42) NOT NULL, PRIMARY KEY(**INVENTORY\_ID**));  
 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

* **ALTER TABLE INVENTORY** ADD CONSTRAINT FOREIGN KEY(EQUIPMENT\_ID) REFERENCES EQUIPMENT(EQUIPMENT\_ID) ON DELETE CASCADE;
* **ALTER TABLE INVENTORY** ADD CONSTRAINT FOREIGN KEY(UNIT\_ID) REFERENCES UNITS(UNIT\_ID) ON DELETE CASCADE;
* **ALTER TABLE INVENTORY** ADD CONSTRAINT FOREIGN KEY(CHEWABLE\_ID) REFERENCES CHEWABLES(CHEWABLE\_ID) ON DELETE CASCADE;
* **ALTER TABLE INVENTORY** ADD CONSTRAINT FOREIGN KEY(PLAYER\_ID) REFERENCES PLAYERS(PLAYER\_ID) ON DELETE CASCADE;

**CREATE TABLE UNITS** (**UNIT\_ID** INT(42) NOT NULL AUTO\_INCREMENT, NAME VARCHAR(255) NOT NULL, TYPE INT(42) NOT NULL, NAME VARCHAR(255) NOT NULL, HP INT(42) NOT NULL, ATTACK INT(42) NOT NULL, DEFENSE INT(42) NOT NULL, SPEED INT(42) NOT NULL, UNIT\_STORY VARCHAR(42) NOT NULL, UNIT\_IMAGE VARCHAR(42) NOT NULL, PRIMARY KEY(**UNIT\_ID**));  
 PRIMARY KEY: **UNIT\_ID**

**CREATE TABLE EQUIPMENT** (**EQUIPMENT\_ID** INT(42) NOT NULL AUTO\_INCREMENT, EQUIPMENT\_NAME VARCHAR(255) NOT NULL, AFFECT\_VALUE INT(42) NOT NULL, TYPE VARCHAR(255) NOT NULL, EQUIP\_IMAGE VARCHAR(42) NOT NULL, PRIMARY KEY(**EQUIPMENT\_ID**));   
 PRIMARY KEY: EQUIPMENT\_ID

**CREATE TABLE CHEWABLES** (**CHEWABLE\_ID** INT(42) NOT NULL AUTO\_INCREMENT, CHEWABLE\_NAME VARCHAR(255) NOT NULL, AFFECT\_VALUE INT(42) NOT NULL, CHEW\_IMAGE VARCHAR(42) NOT NULL, PRIMARY KEY(**CHEWABLE\_ID**));  
 PRIMARY KEY: **CHEWABLE\_ID**

**CREATE TABLE EQUIPPED** (**EQUIPPED\_ID** INT(42) NOT NULL AUTO\_INCREMENT, UNIT\_ID INT(42) NOT NULL, EQUIPMENT\_ID INT(42) NOT NULL, CHEWABLE\_ID INT(42) NOT NULL, PLAYER\_ID INT(42) NOT NULL, PRIMARY KEY(**EQUIPPED\_ID**));  
 PRIMARY KEY: **EQUIPPED\_ID**  
 FOREIGN KEY: UNIT\_ID REFERENCES UNITS  
 FOREIGN KEY: EQUIPMENT\_ID REFERENCES EQUIPMENT  
 FOREIGN KEY: CHEWABLE\_ID REFERENCES CHEWABLES  
 FOREIGN KEY: PLAYER\_ID REFERENCES PLAYERS

* **ALTER TABLE EQUIPPED** ADD CONSTRAINT FOREIGN KEY(UNIT\_ID) REFERENCES UNITS(UNIT\_ID) ON DELETE CASCADE;
* **ALTER TABLE EQUIPPED** ADD CONSTRAINT FOREIGN KEY(EQUIPMENT\_ID) REFERENCES EQUIPMENT(EQUIPMENT\_ID) ON DELETE CASCADE;
* **ALTER TABLE EQUIPPED** ADD CONSTRAINT FOREIGN KEY(CHEWABLE\_ID) REFERENCES CHEWABLES(CHEWABLE\_ID) ON DELETE CASCADE;
* **ALTER TABLE EQUIPPED** ADD CONSTRAINT FOREIGN KEY(PLAYER\_ID) REFERENCES PLAYERS(PLAYER\_ID) ON DELETE CASCADE;

**CREATE TABLE PROGRESS** (**PROGRESS\_ID** INT(42) NOT NULL AUTO\_INCREMENT, FLOOR\_ID INT(42) NOT NULL, PLAYER\_ID INT(42) NOT NULL, SCORE INT(42) NOT NULL, PRIMARY KEY(**PROGRESS\_ID**));  
 PRIMARY KEY: **PROGRESS\_ID**  
 FOREIGN KEY: FLOOR\_ID REFERENCES FLOORS  
 FOREIGN KEY: PLAYER\_ID REFERENCES PLAYERS

* **ALTER TABLE PROGRESS** ADD CONSTRAINT FOREIGN KEY(PLAYER\_ID) REFERENCES PLAYERS(PLAYER\_ID) ON DELETE CASCADE;
* **ALTER TABLE PROGRESS** ADD CONSTRAINT FOREIGN KEY(FLOOR\_ID) REFERENCES FLOORS(FLOOR\_ID) ON DELETE CASCADE;

**CREATE TABLE FLOORS** (**FLOOR\_ID** INT(42) NOT NULL AUTO\_INCREMENT, UNIT\_ID INT(42) NOT NULL, NUMBER INT(42) NOT NULL, FLOOR\_IMAGE VARCHAR(42) NOT NULL, PRIMARY KEY(**FLOOR\_ID**));  
 PRIMARY KEY: **FLOOR\_ID**  
 FOREIGN KEY: UNIT\_ID REFERENCES UNITS

* **ALTER TABLE FLOORS** ADD CONSTRAINT FOREIGN KEY(UNIT\_ID) REFERENCES UNITS(UNIT\_ID) ON DELETE CASCADE;

**CREATE TABLE BONES** (BONE\_ID INT(42) NOT NULL AUTO\_INCREMENT, COMMON\_BONES INT(42) NOT NULL, PREMIUM\_BONES INT(42) NOT NULL, PLAYER\_ID INT(42), PRIMARY KEY(BONE\_ID));  
 PRIMARY KEY: **BONE\_ID** FOREIGN KEY: PLAYER\_ID REFERENCES PLAYERS

* **ALTER TABLE BONES** ADD CONSTRAINT FOREIGN KEY(PLAYER\_ID) REFERENCES PLAYERS(PLAYER\_ID) ON DELETE CASCADE;