# SQLite Tables

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Moves | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| Name | Varchar | 50 | √ |  |  |  |
| MagicTypeId | Int | 11 | √ |  | Foreign | MagicType.Id |
| Damage | Int | 11 | √ |  |  |  |
| RechargeTime | Int | 11 |  | 1 |  |  |
| IsExlusive | Bit | 2 |  | False |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| MoveSets | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| Move1Id | Int | 11 |  | Null | Foreign | Move.Id |
| Move2Id | Int | 11 |  | Null | Foreign | Move.Id |
| Move3Id | Int | 11 |  | Null | Foreign | Move.Id |
| Move4Id | Int | 11 |  | Null | Foreign | Move.Id |

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| --- | --- | --- | --- | --- | --- | --- |
| Wizards | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| Name | Varchar | 50 | √ |  |  |  |
| OriginLevel | Int | 11 | √ |  |  |  |
| ImageName | Varchar | 11 | √ |  |  |  |
| MagicTypeId | Int | 11 | √ |  | Foreign | MagicType.Id |
| ExlusiveMoveId | Int | 11 |  | null | Foreign | Move.Id |
| DefaultMoveSetId | Int | 11 | √ |  | Foreign | MoveSets.Id |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| MagicType | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| Name | Varchar | 50 | √ |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ShopItems | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| Name | Varchar | 50 | √ |  |  |  |
| Price | Float | 11 | √ | 0.00 |  |  |
| Stock | Int | 11 | √ |  |  |  |
| ImageName | Varchar | 50 | √ |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Levels | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| LevelCode | Varchar | 4 | √ |  |  |  |
| CoinsRewared | Int | 11 | √ |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| LevelFoes | | | | | | |
| **Name** | **Type** | **Length** | **Required** | **Default** | **Key** | **Relation To** |
| Id | Int | 11 | √ | Auto | Primary |  |
| LevelId | Int | 11 | √ |  | Foreign | Levels.Id |
| DefaultMoveSetId | Int | 11 | √ |  | Foreign | MoveSets.Id |
| HP | Int | 11 | √ |  |  |  |
| ImageName | Varchar | 50 | √ |  |  |  |

# Json Files

## settings.json

These settings can be changed in the settings screen, and will affect the game accordingly

Afbeelding met tekst

Automatisch gegenereerde beschrijving

## wizards.json

This file will contain the wizards that you have unlocked, with additional settings about their current status. Also a list of who is in the party.

Afbeelding met tekst

Automatisch gegenereerde beschrijving

## progress.json

the progress of the game.

Afbeelding met tekst

Automatisch gegenereerde beschrijving