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insert into statuses (status) values ('online');
insert into statuses (status) values ('offline');
insert into statuses (status) values ('in-game');

insert into genres (name) values ('action');
insert into genres (name) values ('strategy');
insert into genres (name) values ('puzzle');
insert into genres (name) values ('rpg');
insert into genres (name) values ('mmo');
insert into genres (name) values ('fps');

insert into games (name, cost) values ('Hollow Knight', 14.99);
insert into games (name, cost) values ('Skyrim', 40.00);
insert into games (name, cost) values ('Genshin Impact', 0.00);
insert into games (name, cost) values ('Terraria', 4.99);

insert into game_genres(game_name, genre_name) values ('Hollow Knight',
'action');
insert into game_genres(game_name, genre_name) values ('Hollow Knight', 'rpg');
insert into game_genres(game_name, genre_name) values ('Hollow Knight',
'puzzle');
insert into game_genres(game_name, genre_name) values ('Skyrim', 'action');
insert into game_genres(game_name, genre_name) values ('Skyrim', 'rpg');
insert into game_genres(game_name, genre_name) values ('Skyrim', 'puzzle');
insert into game_genres(game_name, genre_name) values ('Skyrim', 'fps');
insert into game_genres(game_name, genre_name) values ('Genshin Impact',
'action');
insert into game_genres(game_name, genre_name) values ('Genshin Impact',
'rpg');
insert into game_genres(game_name, genre_name) values ('Genshin Impact',
'mmo');
insert into game_genres(game_name, genre_name) values ('Genshin Impact',
'puzzle');
insert into game_genres(game_name, genre_name) values ('Terraria', 'action');
insert into game_genres(game_name, genre_name) values ('Terraria', 'rpg');

#-- this fails because the minimum prize pool for a tournament is 100 dollars
insert into tournaments (name, start_date, prize_pool) values ('T1',
'2012-07-10', 99.00 );
insert into tournaments (name, start_date, prize_pool) values ('T1',
'2012-07-10', 100.00 );
insert into tournaments (name, start_date, prize_pool) values ('T2',
'2012-07-10', 200.00);
insert into tournaments (name, start_date, prize_pool) values ('T3',
'2012-07-11', 300.00 );
insert into tournaments (name, start_date, prize_pool) values ('T4',
'2012-07-12', 400.00 );

```

```

insert into users (status, name, state, country, email) values ('in-game',
'UserA', 'CA', 'USA', 'a@a.com');
insert into users (status, name, state, country, email) values ('in-game',
'UserB', 'WA', 'USA', 'b@b.com');
insert into users (status, name, state, country, email) values ('in-game',
'UserC', null, 'Japan', 'c@c.com');
insert into users (status, name, state, country, email) values ('offline',
'UserD', 'FL', 'USA', 'd@d.com');
insert into users (status, name, state, country, email) values ('online',
'UserE', 'CA', 'USA', 'e@e.com');

```

```

insert into ratings(rate_num, rate_name) values (1, 'bad');
insert into ratings(rate_num, rate_name) values (2, 'okay');
insert into ratings(rate_num, rate_name) values (3, 'great');

```

```

insert into teams (name, owner) values ('TeamA', 'UserA');
insert into teams (name, owner) values ('TeamB', 'UserA');

```

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insert into team_members (team_name, user) values ('TeamA', 'UserA');
insert into team_members (team_name, user) values ('TeamA', 'UserB');
insert into team_members (team_name, user) values ('TeamB', 'UserC');
insert into team_members (team_name, user) values ('TeamB', 'UserD');

```

```

insert into tournament_teams (team_name, tournament_name) values ('TeamA',
'T1');
insert into tournament_teams (team_name, tournament_name) values ('TeamA',
'T3');
#-- this fails because tournament T1 and T2 are on the same day.
insert into tournament_teams (team_name, tournament_name) values ('TeamA',
'T2');
insert into tournament_teams (team_name, tournament_name) values ('TeamB',
'T1');

```

```

insert into communities (name, owner) values ('CommunityA', 'UserA');
insert into communities (name, owner) values ('CommunityB', 'UserA');

```

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#-- this fails because UserA is the owner of the community
delete from community_members where com name = 'CommunityA' and user = 'UserA';

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```

insert into community_members (com_name, user, email) values ('CommunityA',
'UserB', 'random');
insert into community_members (com_name, user, email) values ('CommunityA',
'UserC', 'random');
insert into community_members (com_name, user, email) values ('CommunityA',
'UserD', 'random');
insert into community_members (com_name, user, email) values ('CommunityB',
'UserB', 'random');
insert into community_members (com_name, user, email) values ('CommunityB',
'UserD', 'random');

```

```
insert into community_members (com_name, user, email) values ('CommunityB',  
'UserE', 'random');
```

```
insert into forums (com_name, title) values ('CommunityA', 'Welcome');  
insert into forums (com_name, title) values ('CommunityA', 'Questions');  
insert into forum_posts (com_name, user, title, content, date_time) values  
('CommunityA', 'UserB', 'Welcome', 'Hi yall', now());  
insert into forum_posts (com_name, user, title, content, date_time) values  
('CommunityA', 'UserB', 'Welcome', 'Bye yall', now());  
insert into forum_posts (com_name, user, title, content, date_time) values  
('CommunityA', 'UserD', 'Questions', 'How to play?', now());
```

```
insert into forums (com_name, title) values ('CommunityB', 'Welcome');  
insert into forum_posts (com_name, user, title, content, date_time) values  
('CommunityB', 'UserB', 'Welcome', 'Hi yall', now());
```

```
insert into events (com_name, event_name, start_date) values ('CommunityB',  
'GroupMeet', '2021-12-11');  
insert into event_members (com_name, user, event_name) values ('CommunityB',  
'UserD', 'GroupMeet');
```

```
insert into user_games (user_name, game_name) values ('UserA', 'Hollow  
Knight');  
insert into user_games (user_name, game_name) values ('UserA', 'Genshin  
Impact');  
insert into user_games (user_name, game_name) values ('UserA', 'Terraria');  
insert into user_games (user_name, game_name) values ('UserA', 'Skyrim');  
insert into user_games (user_name, game_name) values ('UserB', 'Terraria');  
insert into user_games (user_name, game_name) values ('UserB', 'Skyrim');  
insert into user_games (user_name, game_name) values ('UserC', 'Terraria');  
insert into user_games (user_name, game_name) values ('UserC', 'Skyrim');  
insert into user_games (user_name, game_name) values ('UserD', 'Skyrim');  
insert into user_games (user_name, game_name) values ('UserE', 'Skyrim');
```

```
insert into user_genres (user_name, genre_name) values ('UserA', 'fps');  
insert into user_genres (user_name, genre_name) values ('UserA', 'mmo');  
insert into user_genres (user_name, genre_name) values ('UserA', 'rpg');  
insert into user_genres (user_name, genre_name) values ('UserA', 'action');  
insert into user_genres (user_name, genre_name) values ('UserA', 'strategy');  
insert into user_genres (user_name, genre_name) values ('UserA', 'puzzle');  
insert into user_genres (user_name, genre_name) values ('UserB', 'fps');  
insert into user_genres (user_name, genre_name) values ('UserB', 'mmo');  
insert into user_genres (user_name, genre_name) values ('UserB', 'rpg');  
insert into user_genres (user_name, genre_name) values ('UserC', 'action');  
insert into user_genres (user_name, genre_name) values ('UserC', 'strategy');  
insert into user_genres (user_name, genre_name) values ('UserD', 'mmo');  
insert into user_genres (user_name, genre_name) values ('UserE', 'mmo');
```

```
insert into game_ratings (user_name, game_name, rating, comment) values
('UserA', 'Skyrim', '3', 'great!');
insert into game_ratings (user_name, game_name, rating, comment) values
('UserB', 'Skyrim', '2', 'it was okay.');
```

user_name	game_name	rating	comment
UserA	Skyrim	3	great!
UserB	Skyrim	2	it was okay.
UserC	Skyrim	3	cool.

```
insert into game_ratings (user_name, game_name, rating, comment) values
('UserA', 'Terraria', '3', 'great!');
insert into game_ratings (user_name, game_name, rating, comment) values
('UserB', 'Terraria', '3', 'it was okay.');
```

user_name	game_name	rating	comment
UserA	Terraria	3	great!
UserB	Terraria	3	it was okay.
UserC	Terraria	3	cool.

```
insert into game_ratings (user_name, game_name, rating, comment) values
('UserC', 'Terraria', '3', 'cool.');
```

user_name	game_name	rating	comment
UserC	Terraria	3	cool.

```
insert into game_ratings (user_name, game_name, rating, comment) values
('UserC', 'Genshin Impact', '1', 'meh.');
```

user_name	game_name	rating	comment
UserC	Genshin Impact	1	meh.

```
-- this fails because the comment contains the word "bad"
insert into game_ratings (user_name, game_name, rating, comment) values
('UserC', 'Hollow Knight', '1', 'This was bad.');
```

user_name	game_name	rating	comment
UserC	Hollow Knight	1	This was bad.