

Files that were used:

- generate_data.py
- entities.json
- databases_project.py

Challenges and its solutions during week 2:

1. Insertion of non-suitable data types
 - Despite inserting the values with their respective data types specified in the JSON, the problem we encountered was that they were not a correct representation of what our column within a table wanted to represent. What we did was change the attributes of some tables so that the values within them were an exact representation of the dynamics of our game.
2. Duplicated values
 - With the issue of duplicate values, what we did was add unique constraints to our tables so that there were no logistical errors within them.
3. Adjustment of Foreign Keys constraints
 - We had problems with the representation of our foreign keys, since what happened was that it could refer to values that did not even exist. Therefore, we added code that will review the foreign keys and adjust them to the established parameters.