

Term Project Milestone 3 - Web Application Entity Design

CSC 667 - Group D

Team Name: sosgames

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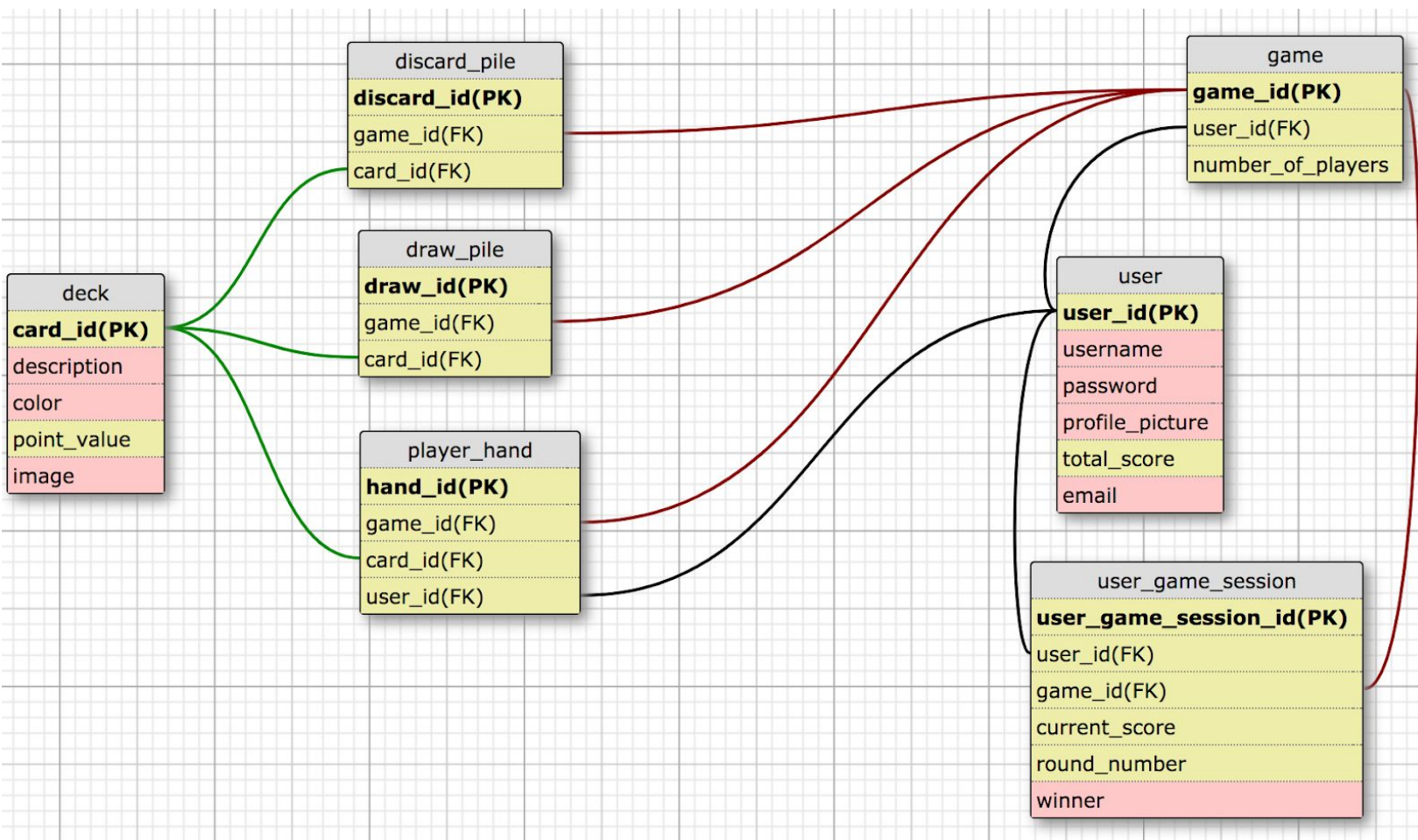
Github Repository:

<https://github.com/sfsu-csc-667-spring-2018/term-project-sosgames>

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Entity Diagrams

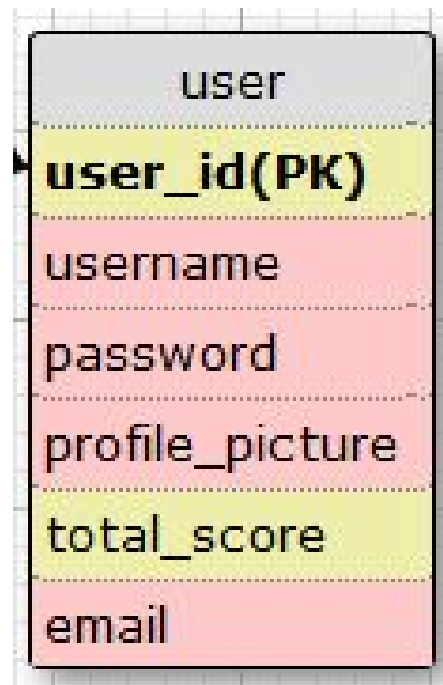
Entities Sketch



- Yellow - Integer
- Pink - Varchar
- Grey - Table Name

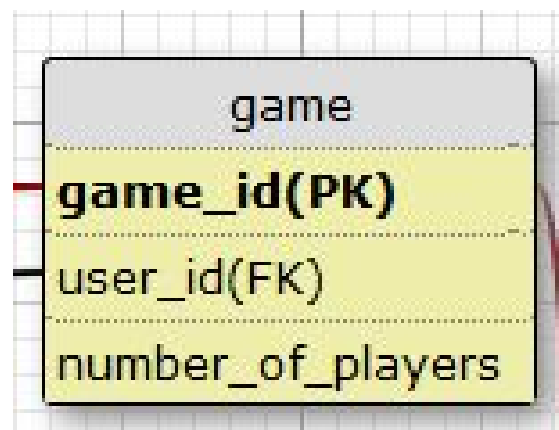
Entities Description

User



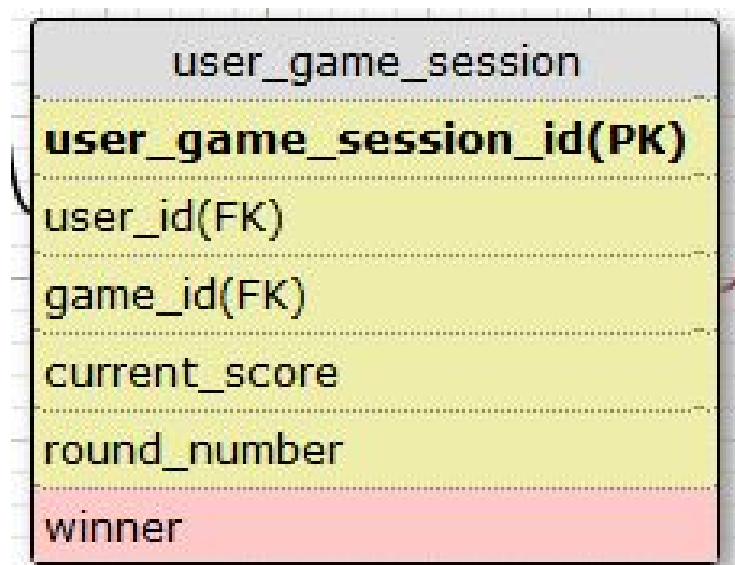
This table contains information of the user which will be used to validate a user login and have basic information about the user. These will persist through multiple game instances.

Game



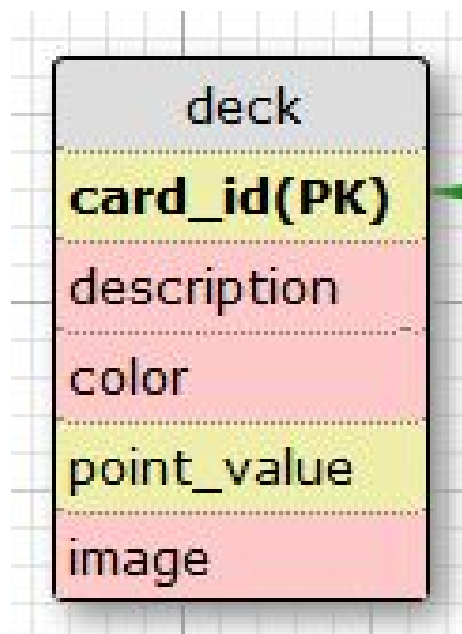
This table contains information for each player inside a specific game.

User Game Session



This table contains information for the current state of an active game.

Deck



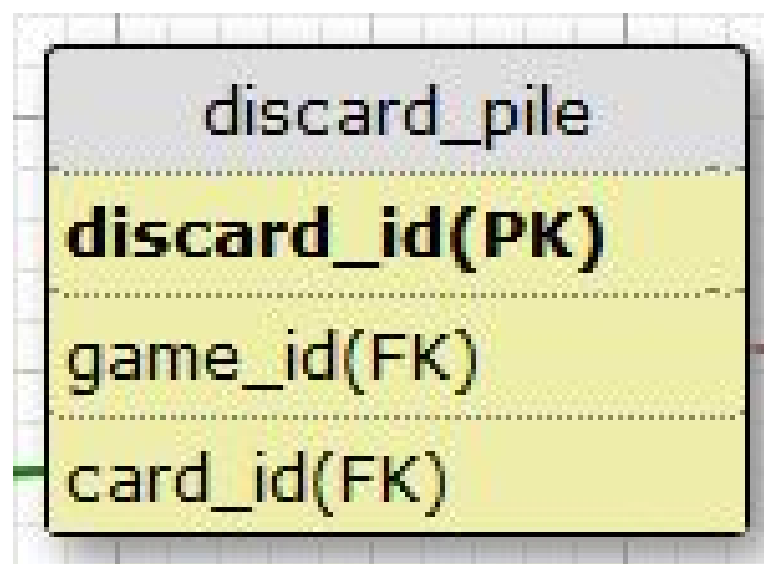
This table contains information about each individual card in the deck for uno. This table is suppose to be unchanging and will be referenced whenever someone looks for a card in the deck.

Player Hand



This table contains information about each individual hand connected to each individual game instance. Each hand is tied to a `userId` so they remain unique.

Discard Pile



This table contains the different cards that are played in the current game instance.

Draw Pile

draw_pile
draw_id(PK)
game_id(FK)
card_id(FK)

This table contains the available cards to be drawn from the deck in the current game instance.