

Nick = YELLOW Eli = BLUE Chantakrak = Pink

Main SQL script

- BattleTowerDB.sql
 - SOURCE all sql files

CRUD scripts:

1. Trainer CRUD scripts

- 1.1. createTrainers.sql
- 1.2. selectTrainer.sql
- 1.3. viewTrainer.sql
- 1.4. addTrainer.sql
- 1.5. deleteTrainer.sql

2. Pokemon CRUD scripts

- 2.1. create_Pokemon.sql
- 2.2. select_Pokemon.sql
- 2.3. view_Pokemon.sql
- 2.4. add_Pokemon.sql
- 2.5. update_Pokemon.sql --change in lvl
- 2.6. delete_Pokemon.sql

3. Trainer_Battles CRUD scripts

- 3.1. create_Battle.sql
- 3.2. select_Battle.sql
- 3.3. view_Battle.sql
- 3.4. add_Battle.sql
- 3.5. update_Battle.sql

4. Awards CRUD scripts

- 4.1. create_Awards.sql
- 4.2. select_Awards.sql
- 4.3. view_Awards.sql
- 4.4. add_Awards.sql
- 4.5. del_Awards.sql

5. TrainersAwards CRUD scripts

- 5.1. create_TrainersAwards.sql
- 5.2. select_TrainersAwards.sql
- 5.3. view_TrainersAwards.sql
- 5.4. add_TrainersAwards.sql
- 5.5. del_TrainersAwards.sql
- 5.6. upd_TrainersAwards.sql

6. Trainers_Pokemon CRUD scripts

- 6.1. create_Trainers_Pokemons.sql
- 6.2. select_Trainers_Pokemon.sql
- 6.3. view_Trainers_Pokemon.sql
- 6.4. delete_Trainers_Pokemon.sql

- 6.5. add_Trainers_Pokemon.sql
- 6.6. update_Trainers_Pokemon.sql
- 7. PokemonTypes CRUD scripts
 - 7.1. create_PokemonTypes.sql
 - 7.2. select_PokemonType.sql
 - 7.3. view_PokemonType.sql
 - 7.4. add_PokemonType.sql
 - 7.5. update_PokemonType.sql
 - 7.6. delete_PokemonType.sql
- 8. PokemonMoves CRUD scripts
 - 8.1. createPokemonMoves.sql
 - 8.2. select_PokemonMoves.sql
 - 8.3. view_PokemonMoves.sql
 - 8.4. delete_PokemonMoves.sql
 - 8.5. add_PokemonMoves.sql
 - 8.6. update_PokemonMoves.sql
- 9. MoveList CRUD scripts
 - 9.1. create_Moveslist.sql
 - 9.2. select_MoveList.sql
 - 9.3. view_MoveList.sql
 - 9.4. add_Movelist.sql
- 10. TypeList CRUD scripts
 - 10.1. create_TypeList.sql
 - 10.2. select_TypeList.sql
 - 10.3. view_TypeList.sql
 - 10.4. add_TypeList.sql
- 11. TypeAd CRUD scripts
 - 11.1. create_TypeAd.sql
 - 11.2. select_TypeAd.sql
 - 11.3. view_TypeAd.sql
 - 11.4. del_TypeAd.sql //hypothetical since each gen. different strengths
 - 11.5. add_TypeAd.sql
- 12. TypeDisad CRUD scripts
 - 12.1. create_TypeDisad.sql
 - 12.2. select_TypeDisad.sql
 - 12.3. view_TypeDisad.sql
 - 12.4. del_TypeDisad.sql //hypothetical since each gen. different weakness
 - 12.5. add_TypeDisad.sql

SQL Functions: (think about things we need for views)

- 1. get_current_winstreak.sql
- 2. get_greatest_winstreak.sql
- 3. find_last_lost_battle.sql (MEH)
- 4. find_last_participated.sql
- 5. calcNext_battle.sql

6. calcRanking.sql
7. numOfBattles.sql

SQL Triggers: (think about the business rules and limits that when hit, do something (like giving awards))

1. giveAward.sql
2. restrictTrainersPokemon.sql
3. restrictPokemonMoves.sql
4. restrictPokemonTypes.sql
5. restrictMoveType.sql
6. restrictTrainerAwards.sql

Main PHP scripts:

1. Index.php

PHP scripts to update tables:

Can have theoretically have these method if we want?:

1. updateTable.php
2. deleteTable.php
3. insertTable.php
4. viewTable.php
 - a. ex.
 - b. Leaderboard.php
 - c. Trainer.php
 - d. TrainersPokemon.php
 - e. TrainerBattle.php
 - f. TrainerAwards.php