--20253508 Mert Balkan

--18253071 Selim Şahin

BEGIN;

CREATE TABLE IF NOT EXISTS public."Authentications"

(

id integer NOT NULL,

"playerId" integer NOT NULL,

email character varying(50) COLLATE pg\_catalog."default",

"passwordHash" character varying(50) COLLATE pg\_catalog."default",

CONSTRAINT "Authentications\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."ChatMessages"

(

id integer NOT NULL,

"chatId" integer NOT NULL,

content character varying(250) COLLATE pg\_catalog."default",

"playerId" integer NOT NULL,

"sendDate" date NOT NULL,

CONSTRAINT "ChatMessages\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."Chats"

(

id integer NOT NULL,

"gameSessionId" integer NOT NULL,

CONSTRAINT "Chats\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."DirectMessages"

(

id integer NOT NULL,

"receiverPlayerId" integer NOT NULL,

"senderPlayerId" integer NOT NULL,

content character varying(250) COLLATE pg\_catalog."default",

"sendDate" date NOT NULL,

"hasRead" boolean NOT NULL,

CONSTRAINT "DirectMessages\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."Friends"

(

"playerId" integer NOT NULL,

"friendId" integer NOT NULL,

CONSTRAINT "Friends\_pkey" PRIMARY KEY ("playerId")

);

CREATE TABLE IF NOT EXISTS public."GameSessions"

(

id integer NOT NULL,

"startDate" date NOT NULL,

"endDate" date NOT NULL,

CONSTRAINT "GameSessions\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."Players"

(

id integer NOT NULL,

"firstName" character varying(50) COLLATE pg\_catalog."default" NOT NULL,

"lastName" character varying(50) COLLATE pg\_catalog."default" NOT NULL,

"authenticationId" integer NOT NULL,

"regionId" integer NOT NULL,

CONSTRAINT "Players\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."ReactionTypes"

(

id integer NOT NULL,

type character varying(50) COLLATE pg\_catalog."default" NOT NULL,

CONSTRAINT "ReactionTypes\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."Reactions"

(

id integer NOT NULL,

"reactionTypeId" integer NOT NULL,

"targetPlayerId" integer NOT NULL,

"gameSessionId" integer NOT NULL,

"reactedPlayerId" integer NOT NULL,

CONSTRAINT "Reactions\_pkey" PRIMARY KEY (id)

);

CREATE TABLE IF NOT EXISTS public."Regions"

(

id integer NOT NULL,

name character varying(50) COLLATE pg\_catalog."default" NOT NULL,

"timeZone" date,

CONSTRAINT "Regions\_pkey" PRIMARY KEY (id)

);

ALTER TABLE IF EXISTS public."ChatMessages"

ADD CONSTRAINT "FK\_ChatMessages\_Chats" FOREIGN KEY ("chatId")

REFERENCES public."Chats" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION;

ALTER TABLE IF EXISTS public."ChatMessages"

ADD CONSTRAINT "FK\_ChatMessages\_Players" FOREIGN KEY ("playerId")

REFERENCES public."Players" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION

NOT VALID;

ALTER TABLE IF EXISTS public."Chats"

ADD CONSTRAINT "FK\_Chats\_GameSessions" FOREIGN KEY ("gameSessionId")

REFERENCES public."GameSessions" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION;

ALTER TABLE IF EXISTS public."DirectMessages"

ADD CONSTRAINT "FK\_DirectMessages\_Player\_ReceiverPlayer" FOREIGN KEY ("receiverPlayerId")

REFERENCES public."Players" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION;

ALTER TABLE IF EXISTS public."DirectMessages"

ADD CONSTRAINT "FK\_DirectMessages\_Player\_SenderPlayer" FOREIGN KEY ("senderPlayerId")

REFERENCES public."Players" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION;

ALTER TABLE IF EXISTS public."Friends"

ADD CONSTRAINT "FK\_Friends\_Players" FOREIGN KEY ("playerId")

REFERENCES public."Players" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION;

CREATE INDEX IF NOT EXISTS "Friends\_pkey"

ON public."Friends"("playerId");

ALTER TABLE IF EXISTS public."Players"

ADD CONSTRAINT "FK\_Players\_Authentications" FOREIGN KEY ("authenticationId")

REFERENCES public."Authentications" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION

NOT VALID;

ALTER TABLE IF EXISTS public."Players"

ADD CONSTRAINT "FK\_Players\_Regions" FOREIGN KEY ("regionId")

REFERENCES public."Regions" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION

NOT VALID;

ALTER TABLE IF EXISTS public."Reactions"

ADD CONSTRAINT "FK\_Reactions\_GameSessions" FOREIGN KEY ("gameSessionId")

REFERENCES public."GameSessions" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION;

ALTER TABLE IF EXISTS public."Reactions"

ADD CONSTRAINT "FK\_Reactions\_Players\_ReactedPlayer" FOREIGN KEY ("reactedPlayerId")

REFERENCES public."Players" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION

NOT VALID;

ALTER TABLE IF EXISTS public."Reactions"

ADD CONSTRAINT "FK\_Reactions\_Players\_TargetPlayer" FOREIGN KEY ("targetPlayerId")

REFERENCES public."Players" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION

NOT VALID;

ALTER TABLE IF EXISTS public."Reactions"

ADD CONSTRAINT "FK\_Reactions\_ReactionTypes" FOREIGN KEY ("reactionTypeId")

REFERENCES public."ReactionTypes" (id) MATCH SIMPLE

ON UPDATE NO ACTION

ON DELETE NO ACTION

NOT VALID;

END;