

Tables (7)

Nom	Type	Schéma
fight_adversary		CREATE TABLE fight_adversary (id INTEGER PRIMARY KEY AUTOINCREMENT, name TEXT, img TEXT, race TEXT, strength INTEGER DEFAULT 0, perception INTEGER DEFAULT 0, endurance INTEGER DEFAULT 0, charisma INTEGER DEFAULT 0, intelligence INTEGER DEFAULT 0, agility INTEGER DEFAULT 0, luck INTEGER DEFAULT 0)
id	INTEGER	"id" INTEGER
name	TEXT	"name" TEXT
img	TEXT	"img" TEXT
race	TEXT	"race" TEXT
strength	INTEGER	"strength" INTEGER DEFAULT 0
perception	INTEGER	"perception" INTEGER DEFAULT 0
endurance	INTEGER	"endurance" INTEGER DEFAULT 0
charisma	INTEGER	"charisma" INTEGER DEFAULT 0
intelligence	INTEGER	"intelligence" INTEGER DEFAULT 0
agility	INTEGER	"agility" INTEGER DEFAULT 0
luck	INTEGER	"luck" INTEGER DEFAULT 0
fight_level		CREATE TABLE fight_level (id INTEGER PRIMARY KEY AUTOINCREMENT, lvl INTEGER, name TEXT, pts INTEGER, total_xp INTEGER)
id	INTEGER	"id" INTEGER
lvl	INTEGER	"lvl" INTEGER
name	TEXT	"name" TEXT
pts	INTEGER	"pts" INTEGER
total_xp	INTEGER	"total_xp" INTEGER
fight_player		CREATE TABLE fight_player (user_id INTEGER PRIMARY KEY UNIQUE, win INTEGER DEFAULT 0, loose INTEGER DEFAULT 0, xp INTEGER DEFAULT 0, lvl INTEGER DEFAULT 1, strength INTEGER DEFAULT 1, perception INTEGER DEFAULT 1, endurance INTEGER DEFAULT 1, charisma INTEGER DEFAULT 1, intelligence INTEGER DEFAULT 1, agility INTEGER DEFAULT 1, luck INTEGER DEFAULT 1, FOREIGN KEY (user_id) REFERENCES user (user_id))
user_id	INTEGER	"user_id" INTEGER UNIQUE
win	INTEGER	"win" INTEGER DEFAULT 0
loose	INTEGER	"loose" INTEGER DEFAULT 0
xp	INTEGER	"xp" INTEGER DEFAULT 0
lvl	INTEGER	"lvl" INTEGER DEFAULT 1
strength	INTEGER	"strength" INTEGER DEFAULT 1
perception	INTEGER	"perception" INTEGER DEFAULT 1
endurance	INTEGER	"endurance" INTEGER DEFAULT 1
charisma	INTEGER	"charisma" INTEGER DEFAULT 1
intelligence	INTEGER	"intelligence" INTEGER DEFAULT 1
agility	INTEGER	"agility" INTEGER DEFAULT 1
luck	INTEGER	"luck" INTEGER DEFAULT 1

Nom	Type	Schéma
fight_special		CREATE TABLE fight_special (id INTEGER PRIMARY KEY AUTOINCREMENT, lvl INTEGER, strength INTEGER, perception INTEGER, endurance INTEGER, charisma INTEGER, intelligence INTEGER, agility INTEGER, luck INTEGER)
id	INTEGER	"id" INTEGER
lvl	INTEGER	"lvl" INTEGER
strength	INTEGER	"strength" INTEGER
perception	INTEGER	"perception" INTEGER
endurance	INTEGER	"endurance" INTEGER
charisma	INTEGER	"charisma" INTEGER
intelligence	INTEGER	"intelligence" INTEGER
agility	INTEGER	"agility" INTEGER
luck	INTEGER	"luck" INTEGER
quotes		CREATE TABLE quotes(id INTEGER PRIMARY KEY AUTOINCREMENT, quote TEXT, user_name TEXT)
id	INTEGER	"id" INTEGER
quote	TEXT	"quote" TEXT
user_name	TEXT	"user_name" TEXT
sqlite_sequence		CREATE TABLE sqlite_sequence(name,seq)
name		"name"
seq		"seq"
user		CREATE TABLE user (id INTEGER PRIMARY KEY AUTOINCREMENT, user TEXT, user_id INTEGER UNIQUE NOT NULL, score INTEGER DEFAULT 0, xp INTEGER DEFAULT 0)
id	INTEGER	"id" INTEGER
user	TEXT	"user" TEXT
user_id	INTEGER	"user_id" INTEGER NOT NULL UNIQUE
score	INTEGER	"score" INTEGER DEFAULT 0
xp	INTEGER	"xp" INTEGER DEFAULT 0

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Nom	Type	Schéma
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Vues (0)

Nom	Type	Schéma
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Déclencheurs (0)

Nom	Type	Schéma
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