CREATE TABLE users (

user\_id INT AUTO\_INCREMENT PRIMARY KEY,

email VARCHAR(100) NOT NULL UNIQUE,

password\_hash VARCHAR(255) NOT NULL,

puuid VARCHAR(100) NOT NULL UNIQUE,

summoner\_name VARCHAR(50) NOT NULL,

tagline VARCHAR(10) NOT NULL

);

INSERT INTO users (email,password\_hash,puuid,summoner\_name,tagline)

VALUES ('example@gmail.com', 'examplePasswordHash', 123456789, 'SumNameExample','example')

Pentru creearea contului, inainte de adaugarea informatiilor in baza de date, vom apela get puuid pentru ca utilizatorii nu vor avea acces la aceasta informatie.

CREATE TABLE matches (

match\_id VARCHAR(20) PRIMARY KEY NOT NULL,

puuid\_1 VARCHAR(100) NOT NULL,

puuid\_2 VARCHAR(100) NOT NULL,

puuid\_3 VARCHAR(100) NOT NULL,

puuid\_4 VARCHAR(100) NOT NULL,

puuid\_5 VARCHAR(100) NOT NULL,

puuid\_6 VARCHAR(100) NOT NULL,

puuid\_7 VARCHAR(100) NOT NULL,

puuid\_8 VARCHAR(100) NOT NULL,

puuid\_9 VARCHAR(100) NOT NULL,

puuid\_10 VARCHAR(100) NOT NULL

);

CREATE TABLE match\_details (

match\_id VARCHAR(50) NOT NULL,

puuid VARCHAR(100) NOT NULL,

champLevel INT NOT NULL,

championId INT NOT NULL,

damageDealtToObjectives BIGINT NOT NULL,

damageSelfMitigated BIGINT NOT NULL,

deaths INT NOT NULL,

goldEarned BIGINT NOT NULL,

item0 INT NOT NULL,

item1 INT NOT NULL,

item2 INT NOT NULL,

item3 INT NOT NULL,

item4 INT NOT NULL,

item5 INT NOT NULL,

item6 INT NOT NULL,

kills INT NOT NULL,

totalDamageDealtToChampions BIGINT NOT NULL,

totalHealsOnTeammates BIGINT NOT NULL,

totalMinionsKilled INT NOT NULL,

visionScore INT NOT NULL,

PRIMARY KEY (match\_id, puuid)

);