**1. טבלת Users (משתמשים עם UID מפיירבייס)**

sql

CopyEdit

CREATE TABLE Users (

UserID NVARCHAR(128) PRIMARY KEY, -- מזהה מפיירבייס

Username NVARCHAR(50) UNIQUE NOT NULL, -- כינוי ייחודי

Email NVARCHAR(100) UNIQUE NOT NULL, -- אימייל ייחודי

RegistrationDate DATETIME DEFAULT GETDATE()

);

**✅ 2. טבלת Games (משחקים)**

sql

CopyEdit

CREATE TABLE Games (

GameID INT PRIMARY KEY IDENTITY(1,1),

CreatedBy NVARCHAR(128) FOREIGN KEY REFERENCES Users(UserID) ON DELETE CASCADE,

CreationDate DATETIME DEFAULT GETDATE(),

Status NVARCHAR(20) CHECK (Status IN ('Waiting', 'In Progress', 'Finished')),

WinningTeam NVARCHAR(10) NULL -- 'Red' / 'Blue'

);

**✅ 3. טבלת PlayersInGame (שחקנים במשחק)**

sql

CopyEdit

CREATE TABLE PlayersInGame (

GameID INT FOREIGN KEY REFERENCES Games(GameID) ON DELETE CASCADE,

UserID NVARCHAR(128) FOREIGN KEY REFERENCES Users(UserID) ON DELETE NO ACTION,

Team NVARCHAR(10) CHECK (Team IN ('Red', 'Blue')),

IsSpymaster BIT DEFAULT 0,

PRIMARY KEY (GameID, UserID)

);

**✅ 4. טבלת Words (מילים למאגר הכללי של המשחק)**

sql

CopyEdit

CREATE TABLE Words (

WordID INT PRIMARY KEY IDENTITY(1,1),

Word NVARCHAR(50) UNIQUE NOT NULL

);

**✅ 5. טבלת Cards (קלפים של משחק מסוים)**

sql

CopyEdit

CREATE TABLE Cards (

CardID INT PRIMARY KEY IDENTITY(1,1),

GameID INT FOREIGN KEY REFERENCES Games(GameID) ON DELETE CASCADE,

WordID INT FOREIGN KEY REFERENCES Words(WordID) ON DELETE CASCADE,

Team NVARCHAR(10) CHECK (Team IN ('Red', 'Blue', 'Neutral', 'Assassin')),

IsRevealed BIT DEFAULT 0

);

**✅ 6. טבלת Moves (תזוזות של שחקנים במשחק)**

sql

CopyEdit

CREATE TABLE Moves (

MoveID INT PRIMARY KEY IDENTITY(1,1),

GameID INT FOREIGN KEY REFERENCES Games(GameID) ON DELETE CASCADE,

UserID NVARCHAR(128) FOREIGN KEY REFERENCES Users(UserID) ON DELETE NO ACTION,

CardID INT FOREIGN KEY REFERENCES Cards(CardID) ON DELETE NO ACTION,

MoveDate DATETIME DEFAULT GETDATE()

);

**✅ 7. טבלת ChatMessages (צ'אט במשחק)**

sql

CopyEdit

CREATE TABLE ChatMessages (

MessageID INT PRIMARY KEY IDENTITY(1,1),

GameID INT FOREIGN KEY REFERENCES Games(GameID) ON DELETE CASCADE,

UserID NVARCHAR(128) FOREIGN KEY REFERENCES Users(UserID) ON DELETE NO ACTION,

MessageText NVARCHAR(255) NOT NULL,

Timestamp DATETIME DEFAULT GETDATE()

);

**✅ 8. טבלת Friends (חברויות בין משתמשים)**

CREATE TABLE Friends (

UserID1 NVARCHAR(128) NOT NULL,

UserID2 NVARCHAR(128) NOT NULL,

FriendshipDate DATETIME DEFAULT GETDATE(), -- או דרך אילוץ שהחזרת עכשיו

CONSTRAINT PK\_Friends PRIMARY KEY (UserID1, UserID2),

CONSTRAINT FK\_Friends\_User1 FOREIGN KEY (UserID1) REFERENCES Users(UserID),

CONSTRAINT FK\_Friends\_User2 FOREIGN KEY (UserID2) REFERENCES Users(UserID),

CONSTRAINT DF\_Friends\_FriendshipDate DEFAULT GETDATE() FOR FriendshipDate

);  
  
9.  
CREATE TABLE FriendRequests (

RequestID INT IDENTITY(1,1) PRIMARY KEY,

SenderID NVARCHAR(128) NOT NULL,

ReceiverID NVARCHAR(128) NOT NULL,

RequestDate DATETIME DEFAULT GETDATE(),

Status NVARCHAR(10) CHECK (Status IN ('Pending', 'Accepted', 'Rejected')) DEFAULT 'Pending',

CONSTRAINT FK\_FriendRequests\_Sender FOREIGN KEY (SenderID) REFERENCES Users(UserID),

CONSTRAINT FK\_FriendRequests\_Receiver FOREIGN KEY (ReceiverID) REFERENCES Users(UserID)

);