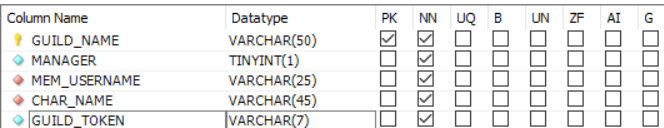
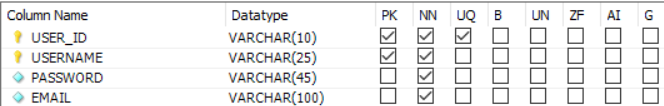
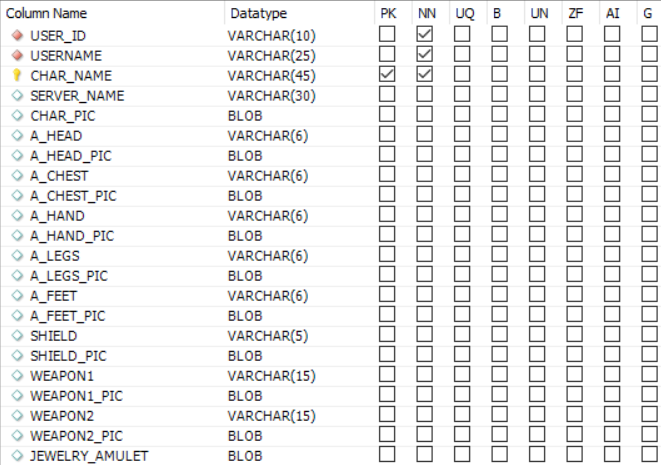
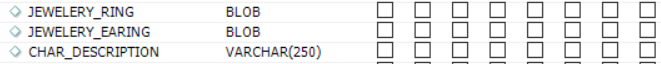
Graphical user interface

Description automatically generated with medium confidence









-- MySQL Workbench Forward Engineering

SET @OLD\_UNIQUE\_CHECKS=@@UNIQUE\_CHECKS, UNIQUE\_CHECKS=0;

SET @OLD\_FOREIGN\_KEY\_CHECKS=@@FOREIGN\_KEY\_CHECKS, FOREIGN\_KEY\_CHECKS=0;

SET @OLD\_SQL\_MODE=@@SQL\_MODE, SQL\_MODE='ONLY\_FULL\_GROUP\_BY,STRICT\_TRANS\_TABLES,NO\_ZERO\_IN\_DATE,NO\_ZERO\_DATE,ERROR\_FOR\_DIVISION\_BY\_ZERO,NO\_ENGINE\_SUBSTITUTION';

-- -----------------------------------------------------

-- Schema NEW\_WORLD\_RPGROSTER\_DB

-- -----------------------------------------------------

-- -----------------------------------------------------

-- Schema NEW\_WORLD\_RPGROSTER\_DB

-- -----------------------------------------------------

CREATE SCHEMA IF NOT EXISTS `NEW\_WORLD\_RPGROSTER\_DB` DEFAULT CHARACTER SET utf8 ;

USE `NEW\_WORLD\_RPGROSTER\_DB` ;

-- -----------------------------------------------------

-- Table `NEW\_WORLD\_RPGROSTER\_DB`.`USER`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `NEW\_WORLD\_RPGROSTER\_DB`.`USER` (

`USER\_ID` VARCHAR(10) NOT NULL,

`USERNAME` VARCHAR(25) NOT NULL,

`PASSWORD` VARCHAR(45) NOT NULL,

`EMAIL` VARCHAR(100) NOT NULL,

PRIMARY KEY (`USER\_ID`, `USERNAME`),

UNIQUE INDEX `USER\_ID\_UNIQUE` (`USER\_ID` ASC) VISIBLE)

ENGINE = InnoDB;

-- -----------------------------------------------------

-- Table `NEW\_WORLD\_RPGROSTER\_DB`.`TEMPLATE`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `NEW\_WORLD\_RPGROSTER\_DB`.`TEMPLATE` (

`USER\_ID` VARCHAR(10) NOT NULL,

`USERNAME` VARCHAR(25) NOT NULL,

`CHAR\_NAME` VARCHAR(45) NOT NULL,

`SERVER\_NAME` VARCHAR(30) NULL,

`CHAR\_PIC` BLOB NULL,

`A\_HEAD` VARCHAR(6) NULL,

`A\_HEAD\_PIC` BLOB NULL,

`A\_CHEST` VARCHAR(6) NULL,

`A\_CHEST\_PIC` BLOB NULL,

`A\_HAND` VARCHAR(6) NULL,

`A\_HAND\_PIC` BLOB NULL,

`A\_LEGS` VARCHAR(6) NULL,

`A\_LEGS\_PIC` BLOB NULL,

`A\_FEET` VARCHAR(6) NULL,

`A\_FEET\_PIC` BLOB NULL,

`SHIELD` VARCHAR(5) NULL,

`SHIELD\_PIC` BLOB NULL,

`WEAPON1` VARCHAR(15) NULL,

`WEAPON1\_PIC` BLOB NULL,

`WEAPON2` VARCHAR(15) NULL,

`WEAPON2\_PIC` BLOB NULL,

`JEWELRY\_AMULET` BLOB NULL,

`JEWELERY\_RING` BLOB NULL,

`JEWELERY\_EARING` BLOB NULL,

`CHAR\_DESCRIPTION` VARCHAR(250) NULL,

PRIMARY KEY (`CHAR\_NAME`),

INDEX `USED\_ID\_idx` (`USER\_ID` ASC) VISIBLE,

INDEX `USERNAME\_idx` (`USERNAME` ASC) VISIBLE,

CONSTRAINT `USED\_ID`

FOREIGN KEY (`USER\_ID`)

REFERENCES `NEW\_WORLD\_RPGROSTER\_DB`.`USER` (`USER\_ID`)

ON DELETE NO ACTION

ON UPDATE NO ACTION,

CONSTRAINT `USERNAME`

FOREIGN KEY (`USERNAME`)

REFERENCES `NEW\_WORLD\_RPGROSTER\_DB`.`USER` (`USERNAME`)

ON DELETE NO ACTION

ON UPDATE NO ACTION)

ENGINE = InnoDB;

-- -----------------------------------------------------

-- Table `NEW\_WORLD\_RPGROSTER\_DB`.`GUILD`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `NEW\_WORLD\_RPGROSTER\_DB`.`GUILD` (

`GUILD\_NAME` VARCHAR(50) NOT NULL,

`MANAGER` TINYINT(1) NOT NULL,

`MEM\_USERNAME` VARCHAR(25) NOT NULL,

`CHAR\_NAME` VARCHAR(45) NOT NULL,

`GUILD\_TOKEN` VARCHAR(7) NOT NULL,

PRIMARY KEY (`GUILD\_NAME`),

INDEX `MEM\_USERNAME\_idx` (`MEM\_USERNAME` ASC) VISIBLE,

INDEX `CHAR\_NAME\_idx` (`CHAR\_NAME` ASC) VISIBLE,

CONSTRAINT `MEM\_USERNAME`

FOREIGN KEY (`MEM\_USERNAME`)

REFERENCES `NEW\_WORLD\_RPGROSTER\_DB`.`USER` (`USERNAME`)

ON DELETE NO ACTION

ON UPDATE NO ACTION,

CONSTRAINT `CHAR\_NAME`

FOREIGN KEY (`CHAR\_NAME`)

REFERENCES `NEW\_WORLD\_RPGROSTER\_DB`.`TEMPLATE` (`CHAR\_NAME`)

ON DELETE NO ACTION

ON UPDATE NO ACTION)

ENGINE = InnoDB;

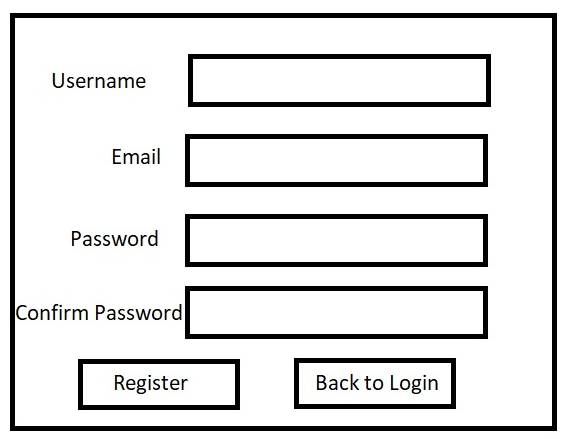
SET SQL\_MODE=@OLD\_SQL\_MODE;

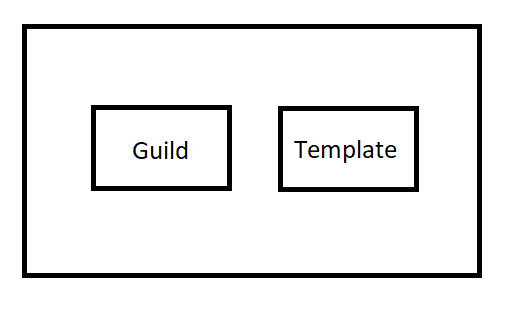
SET FOREIGN\_KEY\_CHECKS=@OLD\_FOREIGN\_KEY\_CHECKS;

SET UNIQUE\_CHECKS=@OLD\_UNIQUE\_CHECKS;

A picture containing diagram

Description automatically generated





Diagram

Description automatically generated

Shape

Description automatically generated