CREATE TABLE Adventurers (

Id INTEGER PRIMARY KEY AUTOINCREMENT,

Name TEXT NOT NULL,

Type TEXT NOT NULL,

Level INTEGER NOT NULL,

Reputation INTEGER NOT NULL

);

CREATE TABLE Orders (

Id INTEGER PRIMARY KEY AUTOINCREMENT,

AdventurerId INTEGER NOT NULL,

OrderType TEXT NOT NULL,

IsCompleted INTEGER NOT NULL,

FOREIGN KEY (AdventurerId) REFERENCES Adventurers(Id)

);

CREATE TABLE Resources (

Id INTEGER PRIMARY KEY AUTOINCREMENT,

ResourceName TEXT NOT NULL,

Quantity INTEGER NOT NULL

);

CREATE TABLE Economy (

Id INTEGER PRIMARY KEY AUTOINCREMENT,

Gold INTEGER NOT NULL

);

INSERT INTO Adventurers (Name, Type, Level, Reputation) VALUES

('Sir Lancelot', 'Knight', 5, 10),

('Merlin', 'Mage', 7, 15),

('Robin', 'Rogue', 4, 8);

INSERT INTO Orders (AdventurerId, OrderType, IsCompleted) VALUES

(1, 'Food', 0),

(2, 'Potion', 0),

(3, 'Weapon Upgrade', 0);

INSERT INTO Resources (ResourceName, Quantity) VALUES

('Meat', 10),

('Vegetables', 15),

('Potions', 5);

INSERT INTO Economy (Gold) VALUES (100);