create database if not exists Game\_Character;

use Game\_Character;

drop table if exists Game\_Character;

drop table if exists Race;

drop table if exists Character\_Name;

drop table if exists Class;

create table Game\_Character(

ID int(10) not null auto\_increment,

primary key (ID)

);

create table race(

ID int(10) not null auto\_increment,

Game\_Character\_ID int(10) not null,

Human varchar(40) not null,

Elf varchar(40) not null,

Dwarfs varchar(40) not null,

primary key (ID),

foreign key (Game\_Character\_ID) references Game\_Character(ID)

);

create table Character\_Name(

ID int(10) not null auto\_increment,

Game\_Character\_id int(10) not null,

first\_name varchar(30) not null,

last\_name varchar(30) not null,

primary key (ID),

foreign key (Game\_Character\_id) references game\_Character(ID)

);

Create table class(

ID int (10) not null auto\_increment,

Game\_Character\_ID int (10) not null,

Archer varchar (40) not null,

Warrior varchar (40) not null,

Mage varchar (40) not null,

Primary key (ID),

Foreign key (Game\_Character\_ID) references Game\_Character(ID)

);