

 Lucidchart document

ER/EER Diagram Structure

Entities & Attributes

[Done] - 1. User

User\_ID (PK)

Name

Email

Password

Balance

Join\_Date

[Done] - 2. Card

Card\_ID (PK)

Name

Type

Rarity (Normal / Golden / Holographic)

Value

[Done] - 3. Auction

Auction\_ID (PK)

Start\_Time

End\_Time

Starting\_Bid

[Done] - 4. Trade

Trade\_ID (PK)

Date

Status

[Done] - 5. Wishlist

Wishlist\_ID (PK)

Date\_Created

[Done] - 6. Event\_Tournament

Event\_ID (PK)

Name

Type (Event / Tournament)

Date

Reward\_Type (Token / Card)

[Done] - 7. Reward

Reward\_ID (PK)

Type (Token / Card)

Value

[Done] - 8. Chat

Chat\_ID (PK)

Type (Global / Personal)

Message

Timestamp

[Done] - 9. Payment

Payment\_ID (PK)

Amount

Date

Method

[Done] - 10. Bet

Bet\_ID (PK)

Amount

Date

Relationships

User ↔ Card (1:N) — Owns

Card ↔ Auction (1:1) — Is auctioned in

User ↔ Auction (1:N) — Hosts

User ↔ Auction (M:N) — Bids in (resolve via Bid associative entity with Bid\_Amount, Timestamp)

Trade ↔ Card (M:N) — Involves

User ↔ Trade (M:N) — Participates in

Wishlist ↔ Card (M:N) — Contains

User ↔ Wishlist (1:1) — Has

Event\_Tournament ↔ Reward (1:N) — Gives

Reward ↔ User (M:N) — Received by

Chat ↔ User (M:N) — Between

User ↔ Payment (1:N) — Makes

Bet ↔ Card (1:1) — Placed on

User ↔ Bet (1:N) — Places

Special Features Representation

Auctioning rare cards → Rarity attribute in Card.

Auto-matching trades → Link Wishlist with Trade via common card interests.

Event rewards integration → Rewards can be linked to Auction and Trade through User.

Bet the card → Direct relationship between Bet and Card.