



```

CREATE TABLE player(
    username CHAR(20),
    password CHAR(20),
    pid INTEGER,
    alias CHAR(20),
    PRIMARY KEY (pid),
    UNIQUE (username)
);
  
```

```

CREATE TABLE game(
    gid INTEGER,
    gname CHAR(20),
    PRIMARY KEY (gid)
);
  
```

```
CREATE TABLE word7e(  
    language CHAR(20),  
    word7e_words CHAR(20)  
);
```

```
CREATE TABLE hangman(  
    category CHAR(20),  
    hangman_words CHAR(20)  
);
```

```
CREATE TABLE plays(  
    points INT,  
    gid INT,  
    pid INT,  
    PRIMARY KEY(gid,pid),  
    FOREIGN KEY(gid)  
        REFERENCES game(gid)  
        ON DELETE CASCADE,  
    FOREIGN KEY(pid)  
        REFERENCES player(pid)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE word7e_leaderboard(  
    pid INT,  
    points INT,  
    PRIMARY KEY(pid,points),  
    FOREIGN KEY(pid)  
        REFERENCES plays(pid)  
        ON DELETE CASCADE,  
    FOREIGN KEY(points)  
        REFERENCES plays(points)  
        ON DELETE CASCADE  
);
```

```
CREATE TABLE hangman_leaderboard(  
    pid INT,  
    points INT,  
    PRIMARY KEY(pid,points),  
    FOREIGN KEY(pid)  
        REFERENCES plays(pid)  
        ON DELETE CASCADE,  
    FOREIGN KEY(points)  
        REFERENCES plays(points)  
        ON DELETE CASCADE  
);
```