

```
CREATE TABLE UserData(\n  playerId INT PRIMARY KEY,\n  password VARCHAR(100),\n  userName VARCHAR(100),\n  index_ int);\n
```

```
CREATE TABLE GamesOwned(\n  index_ INT PRIMARY KEY,\n  gameName VARCHAR(100),\n  played BOOL,\n  hoursPlayed INT,\n  playerId INT);\n
```

```
CREATE TABLE GamesSpecificInfo(\n  gameName VARCHAR(100) PRIMARY KEY,\n  releasedDate date,\n  supportEmail VARCHAR(100),\n  supportURL VARCHAR(100),\n  aboutText VARCHAR(2000),\n  background VARCHAR(100),\n  shortDescription VARCHAR(500),\n  detailedDescription VARCHAR(2000),\n  DRMNotice VARCHAR(100),\n  headerImage VARCHAR(100),\n  legalNotice VARCHAR(1000),\n  reviews VARCHAR(1000),\n  supportedLanguages VARCHAR(100),\n  website VARCHAR(100)\n);\n
```

```
CREATE TABLE PlayerData(\n  gameName VARCHAR(100) PRIMARY KEY,\n  metaCritic INT,\n  recommendations INT,\n  ownersTotal INT,\n  ownersVariance INT,\n  playersTotal INT,\n  playersVariance INT\n);\n
```

```
CREATE TABLE GameCategories(\n  gameName VARCHAR(100) PRIMARY KEY,\n
```

```
requiredAge INT,\nsinglePlayer bool,\nmultiPlayer bool,\nCoOp bool,\nMMO bool,\ninAppPurchases bool,\nincludeSrcSDK bool,\nincludeLevelEditor bool,\nVRSupport bool,\nnonGame bool,\nindie bool,\naction_ bool,\nadventure bool,\ncasual bool,\nstrategy BOOL,\nRPG BOOL,\nsimulation BOOL,\nearlyAccess BOOL,\nfreeToPlay BOOL,\nsports BOOL,\nracing BOOL,\nmassivelyMultiplayer BOOL\n);\n
```

```
CREATE TABLE UserLimitations(\ngameName VARCHAR(100) PRIMARY KEY,\nisFree BOOL,\npurchaseAvailable BOOL,\nsubscriptionAvailable BOOL,\npriceInitial FLOAT,\npriceFinal FLOAT,\ncontrollerSupport BOOL,\nplatformWindows BOOL,\nplatformLinux BOOL,\nplatformMac BOOL,\nhasMiPCReqs BOOL,\nhasRecommendedPCReqs BOOL,\nhasMinLinuxReqs BOOL,\nhasRecommendedLinuxReqs BOOL,\nhasMinMacReqs BOOL,\nhasRecommendedMacReqs BOOL,\nPCMinReqsText VARCHAR(1000),\nPCRecReqsText VARCHAR(1000),\nLinuxMinReqsText VARCHAR(1000),\n
```

```
LinuxRecReqsText VARCHAR(1000),\  
MacMinReqsText VARCHAR(1000),\  
MacRecReqsText VARCHAR(1000)\  
);
```

```
CREATE TABLE DummyTable(  
  
);
```