**Sql types for my project**

**// metadata**

compName VARCHAR(100),

matchType VARCHAR(50),

matchNumber SMALLINT,

teamNumber SMALLINT,

scouterName VARCHAR(30),

whenCaptured DATETIME,

scouterTeamNumber SMALLINT,

driverStation SMALLINT,

**// autonomous**

startPlace SMALLINT,

ballsInUpperAuto SMALLINT,

ballsInLowerAuto SMALLINT,

ballsMissedAuto SMALLINT,

passedLine BOOLEAN,

ballsHumanShotAuto BOOLEAN,

ballsHumanScoredAuto BOOLEAN,

~~whichBallsCollected~~

autoMalfunction BOOLEAN,

autoFreeText VARCHAR(500),

**// tele-op**

ballsInUpperTele SMALLINT,

ballsInLowerTele SMALLINT,

ballsMissedTele SMALLINT,

**// end game**

levelClimbed SMALLINT,

climbSuccessful BOOLEAN,

climbTime FLOAT,

**// post game**

defensiveDefenseLevel SMALLINT,

offensiveDefenseLevel SMALLINT,

wasDefendedLevel SMALLINT,

~~shootingLocations~~

~~collectingLocations~~

goodTeamMateLevel SMALLINT,

wasBroken SMALLINT,

freeText VARCHAR(500),

generalImpression SMALLINT,

**// post game flags**

robotNoFunction BOOLEAN,

systemNoFunction BOOLEAN