



Characters

cGameObject

+ friendlyName: string
+ position: float[3]
+ meshFilePath: string

+ method(type): type

cCharacter

+ mLevel: unsigned int
+ mMaxHealth: float
+ mCurrentHealth: float
+ mMaxMana: float
+ mCurrentMana: float
+ vSkills: cSkills

+ method(type): type

←

Authentication
Server

MCVdb

users

userId
PK
lastLoginId
FK1
VARCHAR(255)
userName
CHAR(64)
hashed_password
DATE
birthDay
DATE
creationDay
DATETIME
daysPlayed
CHAR(64)
salt

login

lasLoginId
PK
lastLogin
DATE
fieldname