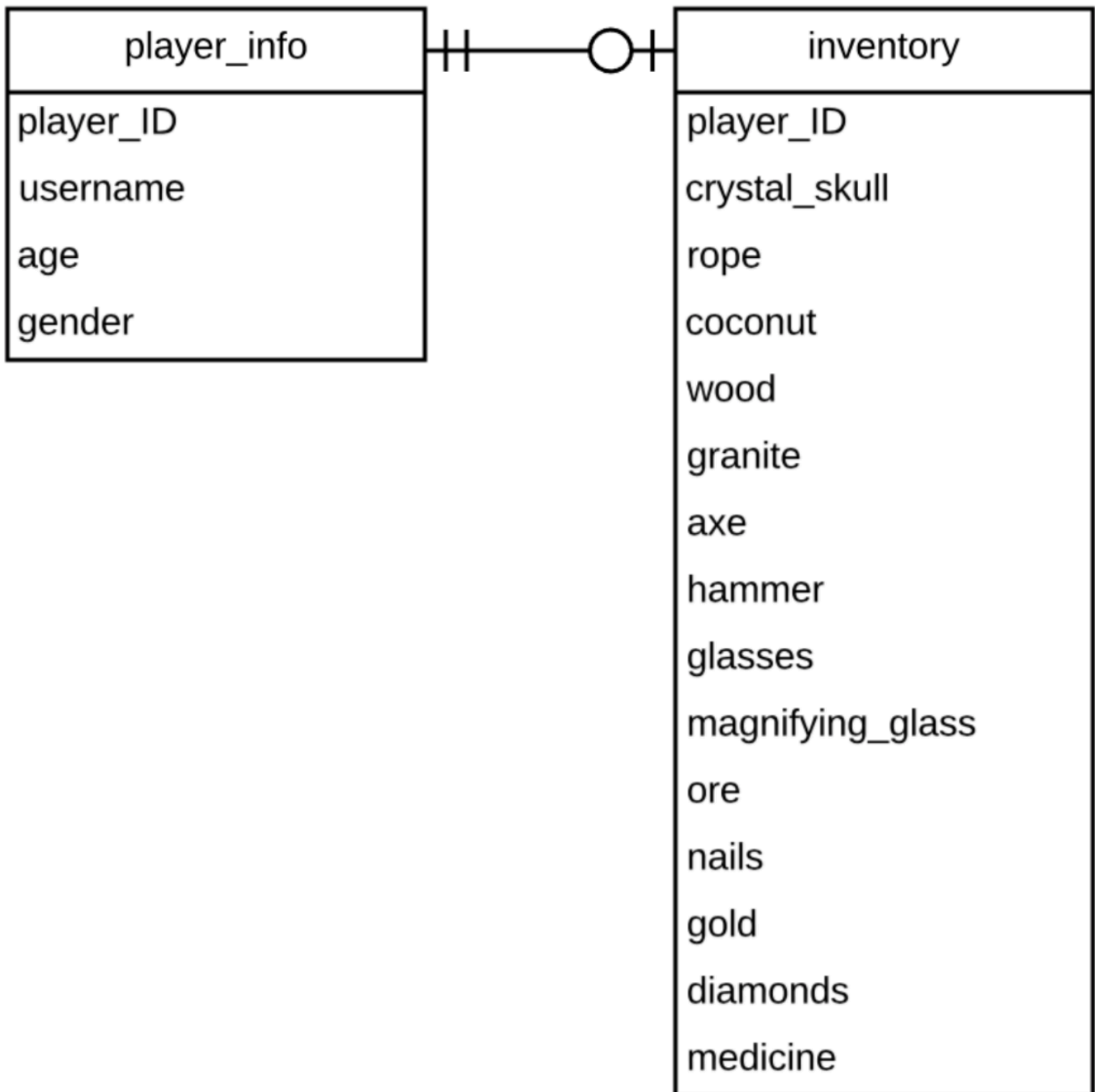** NOTE ** This information for Milestone 3 was in Github at the time of the due date and only a couple other things were in Github at the time so we didn't consolidate everything into a PDF since these files could be easily found. Since the milestone was most likely not graded until the end of the semester, this information may have been difficult to find amongst all the other files in the repo. Regardless, here is everything consolidated into one PDF from the files uploaded two months ago. The first file is called EER diagram.png in the repo and the second file with the script is that createdb.sql file in the repo.

player_info
player_ID
username
age
gender

inventory
player_ID
crystal_skull
rope
coconut
wood
granite
axe
hammer
glasses
magnifying_glass
ore
nails
gold
diamonds
medicine

```sql
1   drop database if exists prasanna;
2   create database prasanna;
3   use prasanna;
4
5   create table if not exists player_info (
6           player_ID int(4) not null,
7           username char(20) not null,
8           age int(2) not null,
9           gender char(1) not null,
10          primary key (player_ID)
11  );
12
13  insert into player_info (username, player_ID, age, gender) values
14          ('user1', 1, 25, 'M'),
15          ('user2', 2, 16, 'F'),
16          ('user3', 3, 35, 'F'),
17          ('user4', 4, 20, 'M');
18
19  create table if not exists inventory (
20          player_ID char(20) not null,
21          crystal_skull int not null,
22          rope int not null,
23          coconut int not null,
24          wood int not null,
25          granite int not null,
26          axe int not null,
27          hammer int not null,
28          glasses int not null,
29          magnifying_glass int not null,
30          ore int not null,
31          nails int not null,
32          gold int not null,
33          diamonds int not null,
34          medicine int not null,
35          primary key (player_ID)
36  );
37
38  insert into inventory (player_ID, crystal_skull, rope, coconut, wood, granite, axe, hammer, glasses, magnifying_glass, ore, nails,
39  values
40  ('user1', 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 0),
41  ('user2', 0, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1),
42  ('user3', 0, 0, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 0, 0),
43  ('user4', 0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 0, 1);
```