舞团秘境设计文档

# 数据表设计

1.舞团数据 DanceGroupFairlyLandInfo

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 舞团id | 当前层数 | 当前层数分数 | 今日排行榜 | 昨日排行榜 | 祝福排行榜 | 祝福buff结束  时间戳 |
| groupId | **cur\_chapter\_level** | **cur\_level\_score** | **today\_rank(str)** | **yesterday\_rank(str)** | **blass\_rank(str)** | **blessbuff\_endtime** |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 角色id | 舞团id | 总分 | | 祝福次数 | | 当前层数挑战次数 | 储物箱奖励道具 | 挑战完成时间戳 | 挑战层数奖励 |
| roleId | **groupId** | **total\_score** | | **blass\_times** | | **challenge\_time** | **storagebox\_item** | **Chllenge\_timestamp** | **Join\_reward(str)** |
| 最后挑战层数 | 参与奖励标志位 | | 过关奖励标志位 | |
| last\_challenge\_chapterlvl | JoinRewardFlag**(str)** | | PassRewardFlag**(str)** | |

2.个人数据 DanceGroupFairlyLandPersonalInfo

