



Department of Computer Science

**Databases Group Project
Research Review
COMS20700**

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MSc Computer Science

MS50

May 2014

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Introduction

This database is written in MySQL version 5. Source code files are as follows:

- `createTablesAll.sql` : Creates all database relations.
- `triggers.sql` : Adds all database functionality (procedures and triggers).
- `dummyData.sql` : Fills relations with dummy values for example purposes.
- `dropTablesAll.sql` : Deletes all tables in the correct order to avoid foreign key restrictions.

All source code files are fully commented to explain how functions, procedures and triggers work.

The group was a team of 3. All team members contributed over 30 hours work toward this project. Despite our small group size we feel this is a strong submission.

Relations Breakdown

To prevent any data anomalies, all relations have been normalised to Boyce-Codd Normal Form (BCNF):

- There are no partial functional dependencies (FDs).
- There are no transitive FDs.
- Every determinant is a unique candidate key.
- Foreign keys are used for all linked relations to ensure referential integrity

<u>UserPublic</u>	: Holds information about users which can be viewed by other users.
<u>UserPrivate</u>	: Holds all information about users which cannot be viewed by other users.
<u>Email</u>	: Holds all user email addresses.
<u>Friends</u>	: Holds a list of all user friendships.
<u>FriendRequest</u>	: Holds any friend request information.
<u>Game</u>	: Holds information about games.
<u>Genre</u>	: Holds all the game genre information.
<u>GameImage</u>	: Holds information about images to be linked with games.
<u>UserToGame</u>	: This relation is used to link Users to Games holding all information about each user's separate instance of a game.
<u>GameToGenre</u>	: This relations is used to link Games to Genres.
<u>Leaderboard</u>	: Holds all information needed to create specific Leaderboards.
<u>Plays</u>	: A record is inserted every time a user plays any game.
<u>Scores</u>	: Records all the scores made on any game.
<u>Achievement</u>	: Holds all achievement details.
<u>AchievementToUserToGame</u>	: Linking relation to achievements, users and games.
<u>Matches</u>	: Holds match details.
<u>MatchToUserToGame</u>	: Linking relations for matches, users and games.
<u>MatchRequest</u>	: Holds any match request information.
<u>RudeWord</u>	: Stores a list of offensive words (to prevent obscene names).

User Account Features

When user names are created by new users and entered into the UserPublic relation, the chosen account user name is checked against a list of obscene or offensive words (**Question 8**). If an offensive word is contained within the user name then the account is locked.

Checks are performed through the use of a trigger linked to the UserPublic relation. The trigger will automatically execute before new rows are inserted. It passes the user name to a function in the database to process called `isUserNameRude()`.

`isUserNameRude()`

This function checks the user name against all offensive terms contained within the RudeWord table. The function searches for character sequences in all parts of the string i.e. sub-strings checked as well as the whole word regardless of individual character cases (capitals or not).

Parameters:

- The `UserName` of the new account.

Example Usage:

SQL command to enter a new user:

```
INSERT INTO UserPublic
VALUES ('KsHiTer', './avatar.jpg', CURDATE(), 'Online', NULL, 'I am logged in!');
```

The output for the associated row entry inserted into the UserPublic relation has the field for the `AccountStatus` set to `Locked` as shown below:

username	AccountStatus
AlexParrott	Online
AliceInWonderland	Online
BarackObama	Online
BobHope	Online
BradPitt	Online
DavidCameron	Online
GeorgeClooney	Online
JamesHamblion	Offline
KsHiTer	Locked
ScarlettJo	Online
WillWoodhead	Online

All locked user accounts can be displayed with the SQL query:

```
SELECT * FROM UserPublic WHERE AccountStatus = 'Locked';
```

Note also that the RudeWord table can have new words added/removed as required by the database administrator without requiring any alterations to the database function `isUserNameRude()`. This can be done with the SQL syntax:

```
INSERT INTO RudeWord
VALUES ('xxxx');
```

Friendship Features

All user friendships are stored in the Friends relation:

AccHolder	Friend
UserName <i>of the Account Holder</i>	UserName <i>of their Friend</i>

The primary key for this relation is multi-valued (AccHolder, Friend) to ensure that each account holder pairing is not duplicated. Note that all friendships are bidirectional. This means that a matching reverse friendship must exist for all friendship pairs. For example:

AccHolder	Friend
AlexParrott	ScarlettJo
ScarlettJo	AlexParrott

This design decision was made primarily to make queries simpler:

- All friendships are stored in a single relation.
- The same simple query can be used to get a complete friend list for all users
`SELECT * Friends WHERE AccHolder = 'ScarlettJo';`

A matching friendship is automatically generated or deleted by the `ProcessRequest()` procedure (see below). `INSERT` and `UPDATE` triggers in MySQL cannot insert new data into a table that is already being amended. Therefore, if a trigger was used to create matching reverse friendships, a second Friends relation would be needed. Also, triggers have the additional drawbacks of being global and vulnerable to hidden consequences. This feature is an implementation of **Question 10**.

Creating and Deleting Friendships

All changes to friendships (creation or deletion) are done via the FriendRequest relation:

RequestID	Requester	Requestee	Email	Response
<i>Unique Friend Request ID</i>	UserName <i>of the requester</i>	UserName <i>of the requested user</i>	Email address <i>of the requested user</i>	Flag for status of the request: - <i>Pending</i> - <i>Accepted</i> - <i>Declined</i> - <i>Completed</i>

When a FriendRequest is created it is assigned a unique `RequestID` which can be used to create a new friendship (when `Response='Accepted'`) or delete a friendship (`Response='Declined'`) by calling `ProcessRequest()`.

How to create new friendships

Step 1: Create a request

- This is done by calling `CreateRequest()`. Potential friends can be looked up using either their `UserName` or their `Email` address. Ensure the delete flag parameter is set to `False`.

Step 2: Respond to the request

- If a user wishes to accept a friend request then the `Response` attribute in the relevant FriendRequest must be updated to `'Accepted'`. If they do not want to accept the request, the `Response` attribute can be updated to `'Declined'`. In this case the request will be marked as complete and deleted when `ProcessRequest()` is next called.

Step 3: Process the request

- This is done by calling **ProcessRequest ()**. If the response is set to 'Accepted' then the friendship will be inserted into the Friends relation.

How to delete friendships

Step 1: Create a request

- This is done by calling **CreateRequest ()**. Friends can be looked up using either their UserName or their Email address. Ensure the delete flag parameter is set to True.

Step 2: Process the request

- This is done by calling **ProcessRequest ()**. This will delete the friendship from the Friends relation. The request will then be automatically deleted.

CreateRequest ()

This procedure creates a new request in the FriendRequest relation using a provided UserName to look up requested user to create or delete a friendship.

Parameters:

1. The UserName of the of the user making the request.
2. The UserName or Email of the user to request/delete friendship.
3. Delete flag: TRUE = request new friend; FALSE = request friendship deletion
4. Email flag: TRUE = lookup user with Email attribute; FALSE = lookup user with UserName attribute

Example Usage:

Request new friendship with UserName lookup:

```
CALL CreateRequest('AlexParrott','WillWoodhead',FALSE,FALSE);
```

Request friendship deletion with UserName lookup:

```
CALL CreateRequest('AlexParrott','WillWoodhead',TRUE,FALSE);
```

Request new friendship with Email lookup:

```
CALL CreateRequest('AlexParrott','Will@Woodhead.com',FALSE,TRUE);
```

Request friendship deletion with Email lookup:

```
CALL CreateRequest('AlexParrott','Will@Woodhead.com',TRUE,TRUE);
```

ProcessRequest ()

This procedure processes a specified request in the FriendRequest relation according to the request response status:

- Response = 'Accepted' : Creates a new friendship pair and matching reverse friendship in the Friends relation.
- Response = 'Declined' : Deletes the friendship pair and the matching reverse friendship in the Friends relation.
- Response = 'Pending' : No action.
- Response = 'Completed' : Deletes entry from FriendRequest relation.

Parameters:

- The RequestID (INT) of the FriendRequest to action.

Example Usage:

```
CALL ProcessRequest(14);
```

ShowFriends()

The ShowFriends() procedure lists all of a specified user's friends as requested in **Question 12**. All online friends are shown in one table and then all offline friends are shown including their last logon time and the name of the last game they were playing. The user to lookup is specified by passing the UserName as a parameter when calling this procedure.

Parameters:

- The UserName of the user to lookup friends.

Example usage:

```
mysql> CALL ShowFriends('AlexParrott');
```

UserName	AccountStatus
DavidCameron	Online
ScarlettJo	Online
WillWoodhead	Online

UserName	AccountStatus	LastLogin	LastPlayed
JamesHamblion	Offline	2014-05-05 15:02:37	Angry Birds

SuggestFriends()

The SuggestFriends() procedure creates a list of suggested friends for a specified user (**Question 18**). This works by compiling a list of any users who are not already friends with the user and have 2 or more friends or owned games in common with the user. The number of friends and games in common are also displayed in the final list. The user to lookup is specified by passing the UserName as a parameter when calling this procedure.

Parameters:

- The UserName of the user to suggest friends to.

Example query:

```
mysql> CALL SuggestFriends('DavidCameron');
```

UserName	FriendsInCommon	GamesInCommon
BobHope	0	2
JamesHamblion	1	3
ScarlettJo	2	3

Games Features

ListGameOwners()

The ListGameOwners() procedure creates a list of all the users who own a specified game. The game to lookup is specified by passing the GameID as a parameter when calling this procedure. This feature relates to **Question 1**.

Parameters:

- The GameID (INT) of the game to lookup.

Example query:

```
mysql> CALL ListGameOwners(1);
```

Owners

AlexParrott
JamesHamblion
WillWoodhead
ScarlettJo
AliceInWonderland
BobHope
BarackObama
DavidCameron
GeorgeClooney
BradPitt

-----+

UpdateAverage ()

The UpdateAverage () procedure updates the average user rating of a specified game (stored in the UserToGame relation as the AverageRating attribute). Average ratings only apply when a game has 10 or more user ratings. If a game has less than 10 ratings, the average is set to NULL. This procedure implements this feature by manipulating the AverageRating and NoOfRatings attributes in the Game relation and relates to **Question 2** and **Question 3**.

Note, this procedure is called automatically by the following triggers:

AfterInsertUserToGame : Triggers after any insert to the UserToGame relation.
 AfterUpdateUserToGame : Triggers after any update to the UserToGame relation.
 AfterDeleteUserToGame : Triggers after any delete from the UserToGame relation.

Therefore, **anytime a user rates a game the average rating is automatically updated in the database.**

Example query:

```
mysql> SELECT Name, AverageRating From Game;
```

Name	AverageRating
GTA V	5.68
The Last of Us	NULL
FIFA 14	NULL
Angry Birds	NULL
mission Impossible	NULL
James Bond	NULL
...	

This table shows that *only* GTA V has been rated by more than 10 users.

CatchCheaters ()

The CatchCheaters () function is setup to prevent cheaters who fix their scores (as requested by **Question 6**). A maximum score (MaxScore) and minimum score (MinScore) attributes are stored in the Game relation. If these are not set to NULL then this function checks a provided score against the played game's max and min scores. If the score provided is legal then it is returned to the function caller unchanged. However, if the provided score is an illegal value then the minimum score for than game is returned.

Note, this function is called automatically by the following triggers:

BeforeInsertUserToGame : Triggers before any insert to the UserToGame relation.
 BeforeUpdateUserToGame : Triggers before any update to the UserToGame relation.

Both of these triggers set the the LastScore in the UserToGame relation. Therefore, **anytime a user's last score is added or updated, it is automatically checked against the legal values.**

Example query:

Here is the score range for the game 'Angry Birds' (GameID 4):

```
mysql> select Name,MaxScore,Minscore from Game WHERE GameID=4;
```

Name	MaxScore	Minscore

Angry Birds	1000	1
-------------	------	---

Here are the last people to play this game and their scores:

```
mysql> select ID,UserName,LastScore from UserToGame where GameID=4;
```

ID	UserName	LastScore
1	AlexParrott	28
5	JamesHamblion	53
33	DavidCameron	41

Now let's set AlexParrott's last score to an illegal value (over 1000)...

```
mysql> UPDATE UserToGame SET LastScore=1007 WHERE ID=1;
```

...then have a look at these scores again:

```
mysql> select ID,UserName,LastScore from UserToGame where GameID=4;
```

ID	UserName	LastScore
1	AlexParrott	1
5	JamesHamblion	53
33	DavidCameron	41

As is highlighted, this score has been automatically set to the game's minimum score (1).

TopTens ()

This procedure gets the top ten rated games in each genre (**Question 5**). This will list the top ten rated games in descending order for each genre. If there are less than ten games, only the existing games will be listed.

Example query:

```
mysql> CALL TopTens();
```

genre	name	AverageRating
Adventure	GTA V	9.87
Adventure	The Last of Us	5.43
Adventure	mission Impossible	3.46
Adventure	2048	3.44
Adventure	Black ops	2.45
Adventure	bin throw	2.34
Adventure	flick men	2.12
Horror	Crash Bandicoot	6.51
Horror	carrot peel	6.43
Horror	skyroads	6.12
Horror	The Last of Us	5.43
Mutliplayer	GTA V	9.87
Mutliplayer	FIFA 14	8.65
Mutliplayer	Angry Birds	6.74
Mutliplayer	James Bond	5.67
Mutliplayer	COD4	4.34
Mutliplayer	mash up	3.23
Sport	The Last of Us	5.43
Sport	FIFA 14	4.35
Sport	Bike Runner	3.65

hotlist ()

This procedures gets a Hotlist of the most played games – relates to **Question 9**. If users are interested in knowing which games have been played the most, they can simply get the hotlist. This is a dynamic realtime view of which games are being played the most.

Example query:

```
mysql> CALL hotlist();
```

Ranking	Name	NOPLastWeek
1	GTA V	23
2	mission Impossible	12
3	Angry Birds	10
4	The Last of Us	8
8	Crash Bandicoot	7
7	bin throw	7
6	COD4	7
5	FIFA 14	7
9	James Bond	6
10	mash up	5

Achievement Features

AchievementsForUserGame()

This procedure displays the achievement status for a specific user in a specific game (**Question 13**). It contains several queries that use the UserToGame, Achievement, and AchievementToUserToGame relations to form a status output of the form: 16 of 80 achievements (95 points).

Parameters:

1. The UserName of the of the user.
2. The GameID of the game.

Example Queries:

```
CALL AchievementsForUserGame('WillWoodhead', 3);
```

```
+-----+
| Your_Achievements |
+-----+
| 3 of 5 achievements (50 points) |
+-----+
```

```
CALL AchievementsForUserGame('AlexParrott', 3);
```

```
+-----+
| Your_Achievements |
+-----+
| 0 of 5 achievements (0 points) |
+-----+
```

```
CALL AchievementsForUserGame('WillWoodhead', 4);
```

```
+-----+
| Your_Achievements |
+-----+
| Error: game not owned by user! |
+-----+
```

ShowStatusScreen()

This procedure shows a status screen for the requested user. It shows their UserName, UserStatus, the number of games they own, their total number of achievement points and their total number of friends (**Question 14**).

Parameters:

- The UserName of the of the user to show status.

Example Usage:

```
CALL ShowStatusScreen('AlexParrott');
```

```
+-----+-----+-----+-----+-----+
| Username | Status_Line | Number_of_Games_Owned | Total_Number_of_Achievement_Points | Number_of_Friends |
+-----+-----+-----+-----+-----+
| AlexParrott | I am logged in! | 3 | 40 | 4 |
+-----+-----+-----+-----+-----+
```

ListUserGameAchievements()

This procedure lists the achievements for a particular game that a user has earned and also lists those that they have not earned (if they are not hidden i.e. Achievement relation attribute hiddenFlag = False) (**Question 15**). Earned achievements are shown first. The procedure also determines whether the earned description (attribute postDescription) or the not earned description (attribute preDescription) should be displayed.

Parameters:

1. The UserName of the of the user to lookup.

2. The GameID of the Game to lookup.

Example Usage:

```
CALL ListUserGameAchievements('WillWoodhead', 3);
```

Title	PointValue	Description	DateGained
Goalie Scorer	20	Scored with your goal keeper	2014-02-12
Always Friendly	20	Crossed for a Friend to score	2013-12-13
Fowler	10	Received 5 red cards in a game	2013-04-26
Penalty guru	50	Win 50 games through penalties	NULL

Note: The 'Post and in' achievement not shown because it is hidden and has not been earned. The 'Fowler' achievement is shown because it has been earned (even though it has the hidden flag set). All example achievements in the database are shown below to support this.

achievementID	gameid	title	hiddenFlag	pointValue	postDescription
1	1	I wish I was a policeman!	0	10	You stole 100 police cars
2	2	Up close and personal	0	60	You killed 80 creatures with a melee weapon
3	3	Penalty guru	0	50	Won 50 games through penalties
4	3	Fowler	1	10	Received 5 red cards in a game
5	4	Score obsessed	0	30	Achieved a score of 3000000
6	3	Always Friendly	0	20	Crossed for a Friend to score
7	3	Goalie Scorer	0	20	Scored with your goal keeper
8	3	Post and in	1	20	Scored off the post or cross bar in a match

preDescription
Steal 100 police cars
Kill 80 creatures with a melee weapon
Win 50 games through penalties
Get 5 red cards in a game
Achieve a score of 3000000
Cross for a Friend to score
Score with your goal keeper
Score off the post or cross bar in a match

CompListGameAchievFriend()

This procedure produces a game and achievement comparison screen between a user and one of their friends (**Question 16**). All games owned by both the user and his/her friend are shown. If one of them does not own the game then their respective achievement point parts of the output are left blank.

Parameters:

1. The UserName of the of the user to lookup.
2. The UserName of their friend.

Example Usage:

```
CALL CompListGameAchievFriend('AlexParrott', 'WillWoodhead');
```

Game_Title	Your_Achievement_Points	Achievement_Points_of_WillWoodhead
GTA V	10	0
FIFA 14	0	50
Angry Birds	0	
Crash Bandicoot		0
Bike Runner		0
mission Impossible		0

```
CALL CompListGameAchievFriend('AlexParrott', 'JamesHamblion');
```

Game_Title	Your_Achievement_Points	Achievement_Points_of_JamesHamblion
Angry Birds	30	0
GTA V	10	0
FIFA 14	0	
The Last of Us		0

Leaderboard Features

Daily and weekly leaderboards

When a new game is inserted into the game table, daily and weekly leaderboards are generated automatically alongside a normal default leaderboard for the game. These allow users to see the scores have been each week and day for every game (**Question 7**).

Note, this feature occurs automatically. It is called by the following trigger:

Game_After_Insert : Triggers after any insert to the Game relation.

The table below shows all of the leaderboards on the Game Centre. Each game has a default leaderboard, and then any number of other leaderboards that are not default. This leaderboard table is essentially a set of criteria to inform how to query the Scores table to get the desired leaderboard. This means that the leaderboards are always up to date.

LeaderboardID	GameID	SortOrder	TimePeriod	IsDefault
1	1	desc	forever	1
2	1	desc	1_week	0
3	1	desc	1_day	0
4	2	desc	forever	1
5	2	desc	1_week	0
6	2	desc	1_day	0
7	3	desc	forever	1
8	3	desc	1_week	0
9	3	desc	1_day	0
10	4	desc	forever	1
11	4	desc	1_week	0
12	4	desc	1_day	0
13	5	desc	forever	1
14	5	desc	1_week	0
15	5	desc	1_day	0
16	6	desc	forever	1
17	6	desc	1_week	0
18	6	desc	1_day	0
19	7	desc	forever	1
20	7	desc	1_week	0
21	7	desc	1_day	0
22	8	desc	forever	1
23	8	desc	1_week	0
24	8	desc	1_day	0
25	9	desc	forever	1
26	9	desc	1_week	0
...				

RankLeaderboards ()

This feature shows how a user is doing on a game's leaderboard – relates to **Question 4**. When given a user and a game, the procedure displays the user's best score, the rank on the entire leaderboard of that game, and a suggestion of what percentile their score is in compared with everybody who has ever played that game.

Parameters:

1. The UserName of the of the user to lookup.
2. The GameID of the Game to lookup.

Example query:

The following query looks up the user 'BobHope' and the game 'GTA V' (GameID=1).

```
mysql> CALL RankLeaderboards('BobHope', 1);
```

rank	top_x_percent	BestScore
7	17.0732	87

This shows that BobHope ranked 7th on the leaderboard for GTA V, his best score is 87, and he is in the top 17 % of scores for this game.

GetFriendsLeaderboard()

This feature enables users to see Leaderboards with only their friends on it (**Question 11**).

Example query:

This query lists friends of WillWoodhead who have also registered high scores on GTA V (GameID=1).

```
mysql> CALL GetFriendsLeaderboard('WillWoodhead', 1);
```

Username	Score	units
ScarlettJo	98	points
WillWoodhead	95	points
AlexParrott	93	points
ScarlettJo	89	points
WillWoodhead	79	points
AlexParrott	75	points
DavidCameron	73	points
WillWoodhead	73	points

...

GetLeaderboard()

This procedure creates a Leaderboard with sort orders and score formats (**Question 17**). This feature allows leaderboards to be used for games with ascending sort orders and descending sort orders. It also allows for points to have a format, e.g. money, miles, coins etc.

Parameters:

- The GameID of the Game leaderboard to lookup.

Example query:

```
mysql> CALL GetLeaderboard(1);
```

Username	Score	Units	TimeOfScore
BradPitt	98	points	2014-05-06 11:08:51
ScarlettJo	98	points	2014-05-06 11:08:51
JamesHamblion	96	points	2014-05-06 11:08:51
BobHope	95	points	2014-05-06 11:08:51
WillWoodhead	95	points	2014-05-06 11:08:51
JamesHamblion	95	points	2014-05-06 11:08:51
BobHope	94	points	2014-05-06 11:08:51
AlexParrott	93	points	2014-05-06 11:08:51
GeorgeClooney	91	points	2014-05-06 11:08:51
JamesHamblion	91	points	2014-05-06 11:08:51
ScarlettJo	89	points	2014-05-06 11:08:51
BradPitt	84	points	2014-05-06 11:08:51
JamesHamblion	83	points	2014-05-06 11:08:51
BarackObama	81	points	2014-05-06 11:08:51
WillWoodhead	79	points	2014-05-06 11:08:51
JamesHamblion	78	points	2014-05-06 11:08:51
BobHope	77	points	2014-05-06 11:08:51

...

This query calls the leaderboard with ID 1. The criteria in the Leaderboard table will inform how this table is arranged. If the order is Ascending it will be displayed so. It will also display the units for the score. This result shows the sort order as descending with the units in points.

Match Features

As an extra feature (**Question 20**), matches can be created between users on a certain game. This database allows users to start matches with each other in groups. The process of this arrangement is as follows:

1. One user creates a match.
2. This user then invites people to join the match
3. This invitation is a match request which is initially pending.
4. When an invitee says yes to the match request, they are added to the match.
5. If they say no, the match request is terminated.
6. When the match is over, the match itself is terminated.

Example usage:

```
/* a user creates a match */
CALL CreateMatch (3, 2, 4, "Family round robin");
SELECT * FROM Matches;

/*request other users who play the game to join the game*/
CALL MatchRequesting(3, 6, 1);
CALL MatchRequesting(3, 7, 1);
CALL MatchRequesting(3, 12, 1);
SELECT * FROM MatchRequest;

/* the other users accept the request*/
UPDATE MatchRequest
SET Response = 'Accepted'
WHERE MatchRequestID = 1;

UPDATE MatchRequest
SET Response = 'Accepted'
WHERE MatchRequestID = 2;

UPDATE MatchRequest
SET Response = 'Accepted'
WHERE MatchRequestID = 3;

SELECT * FROM Matches;
SELECT * FROM MatchToUserToGame;

/* one of the players quits the game*/
UPDATE MatchToUserToGame
SET PlayerStatus = 'Quit'
WHERE MatchID = 1 AND UserToGameID = 6;

SELECT * FROM Matches;
```

This output the following:

mysql> SELECT * FROM Matches;

MatchID	MatchName	Initiator	MinPlayers	MaxPlayers	NoOfPlayer	Status
1	Family round robin	3	2	4	1	not_started

In this table it is possible to see that a match has been created.

mysql> SELECT * FROM MatchRequest;

MatchRequestID	SendingUTG	ReceivingUTG	MatchID	Response
1	3	6	1	Pending
2	3	7	1	Pending
3	3	12	1	Pending

In this table the friend requests are still pending.

mysql> SELECT * FROM Matches;

MatchID	MatchName	Initiator	MinPlayers	MaxPlayers	NoOfPlayer	Status
1	Family round robin	3	2	4	4	not_started

In this table the friend requests have been accepted so one can see that NoOfPlayer attribute has risen from 1 in the top table to 4 in this table. This is achieved through triggers.

```
mysql> SELECT * FROM MatchToUserToGame;
```

MatchID	UserToGameID	PlayerStatus
1	3	playing
1	6	playing
1	7	playing
1	12	playing

This table shows all the UserToGameIDs playing in the match.

```
mysql> SELECT * FROM Matches;
```

MatchID	MatchName	Initiator	MinPlayers	MaxPlayers	NoOfPlayer	Status
1	Family round robin	3	2	4	3	not_started

Once a players quits, the NoOfPlayer attribute goes down to 3.

This process is achieved by using a number of triggers and procedures all shown in the code. This will allow users to create multiplayer matches with each other, invite other to play, and play together. This process serves as only the starting point for this topic. Matches could become more complex and more automated if more time were available.

Appendices

Team Methodology

We initially approached this coursework by discussing our team development methodology together. This methodology included:

1. Constant team communication

- Google Hangouts for remote conference meetings
- GitHub for remote version control
- Email for correspondence
- Scheduled in-person meetings

2. Iterative and incremental development

- build the program bit by bit
- test each addition continually
- revisit to old tests when new alterations are made
- upload to GitHub frequently

3. Continuous testing

- testing was undertaken all through development
- extensive dummy data was created to test the database

4. Agile development

- database design, development, implementation, analysis and testing at the same time

5. Division of Labour

- we divided the tasks into three equal parts. This allowed us to work more efficiently from remote locations.

Because all three members of the team have different schedules and working locations, we chose to use Google Hangups to talk in three way conferences. This allowed us to communicate effectively and hence work efficiently. We used GitHub to facilitate remote version control between team members. GitHub has been a useful tool for remote collaboration.

Methodology for the Database Design

As a team we had very similar views on our approach to the design of this database:

1. The data should be extensively normalised to avoid repetition of data.

- This would ensure that inconsistencies do not creep into the data base

2. The data should be divided into sensible 'object'-like tables

- This allows for a, understandable, logical table
- it also allows for clear queries to be implemented

3. The database should be on MySQL

- all team member had access to a MySQL database

4. Triggers should be kept to a minimum

- Triggers are a way to introduce unwanted errors into a database.

Overall our database design methodology was put in place to ensure an efficient and problem-free implementation of the database. Bugs can quickly manifest themselves into a database especially when three team members are working together on the database. When data is atomic and consistent, the database is more robust.

Project Schedule

In our first meeting together, the team set out an overall schedule and approach for the project. We did not

want to dive straight into implementation because this can cause unwanted design mistakes. We therefore approached the design of the database with great care. Our approach was as follows:

1. Meet as a team to discuss the entire project schedule.

- This allowed us to make initial decisions about how the project was going to be implemented
- We also created a schedule for the project
- We also divided up some of the tasks between the team members.

2. Create a first draft ER diagram to discuss together.

- Careful consideration went into creating our ER diagram.
- we ensured that the data was normalised
- we ensured that the data was understandable

3. Divide up the tasks between the three team members

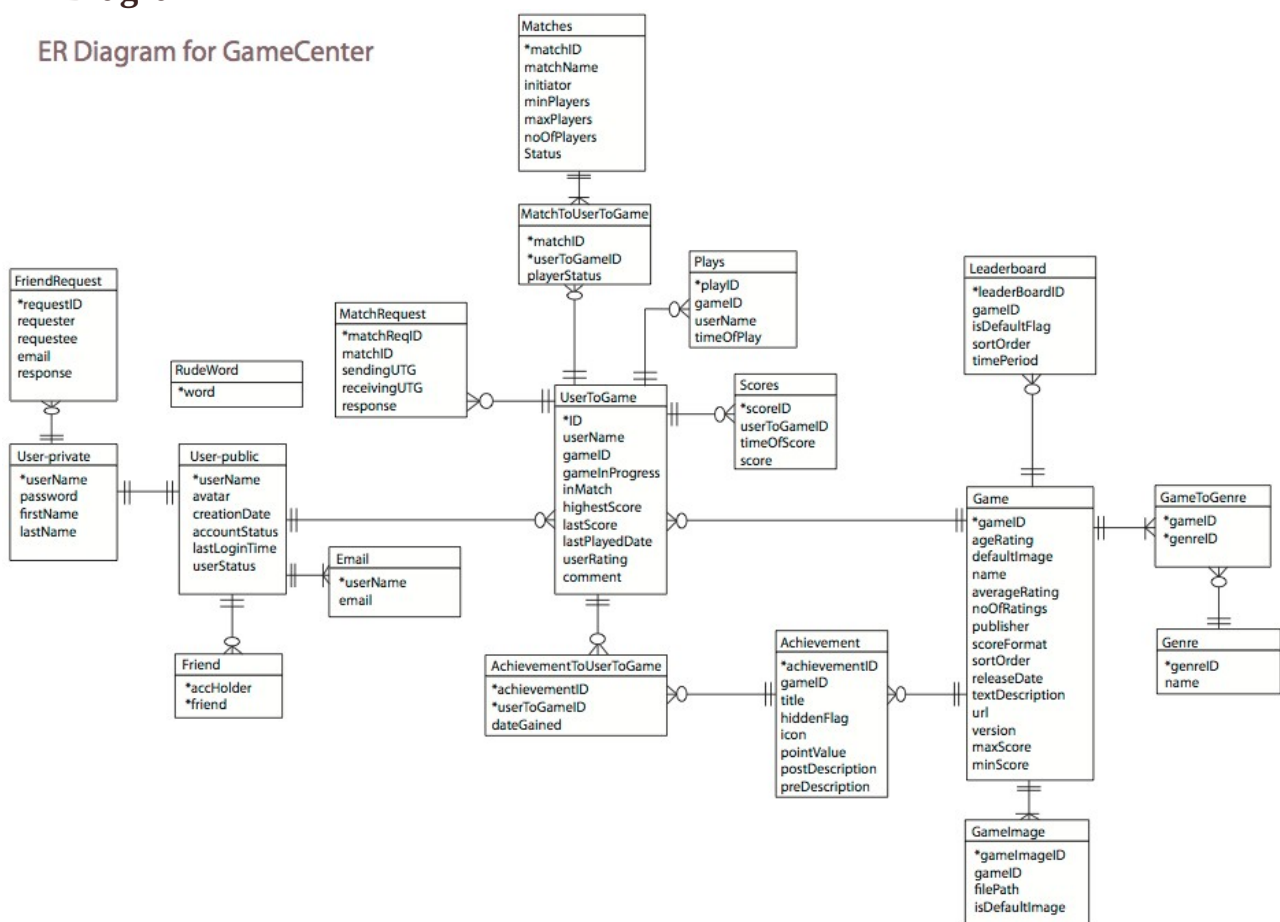
- we divided up the tasks between the three members to make the schedule more time efficient

4. Implement the database through continuous integration with each other.

- By constant integration, cross programmer bugs were kept to an absolute minimum

ER Diagram

ER Diagram for GameCenter



SQL Code

Below is the code used to create all relations and add database functionality. Dummy data and the drop table files are not included here.

createTablesAll.sql

```
/* This file holds all the create statements to generate the database. */

/* User information relations */
CREATE TABLE UserPublic(
    UserName VARCHAR(20) NOT NULL,
    Avatar VARCHAR(50) NOT NULL,
    CreationDate DATE NOT NULL,
    AccountStatus ENUM('Online','Offline','Locked') NOT NULL DEFAULT'Offline',
    LastLogin TIMESTAMP NOT NULL DEFAULT CURRENT_TIMESTAMP,
    UserStatus VARCHAR(100) DEFAULT NULL,

    CONSTRAINT pkUserName
        PRIMARY KEY(UserName)
);

CREATE TABLE UserPrivate(
    UserName VARCHAR(20) NOT NULL,
    Password VARCHAR(20) NOT NULL,
    FirstName VARCHAR(20) NOT NULL,
    LastName VARCHAR(20) NOT NULL,

    CONSTRAINT pkUserName
        PRIMARY KEY(UserName),
    CONSTRAINT fkUserName
        FOREIGN Key(UserName)
        REFERENCES UserPublic(UserName)
);

CREATE TABLE Email(
    UserName VARCHAR(20) NOT NULL,
    Email VARCHAR(30) NOT NULL UNIQUE,

    CONSTRAINT pkUserNameEmail
        PRIMARY KEY(UserName),
    CONSTRAINT fkUserNameEmail
        FOREIGN Key(UserName)
        REFERENCES UserPublic(UserName)
);

/* Game relations */
CREATE TABLE Game(
    GameID INT NOT NULL AUTO_INCREMENT,
    AgeRating ENUM('3','7','12','16','18') NOT NULL,
    DefaultImage VARCHAR(50) NOT NULL,
    Name VARCHAR(30) NOT NULL,
    AverageRating FLOAT DEFAULT NULL,
    NoOfRatings INT DEFAULT NULL,
    Publisher VARCHAR(20) NOT NULL,
    ScoreFormat VARCHAR(20) NOT NULL DEFAULT 'points',
    SortOrder ENUM('asc','desc') NOT NULL DEFAULT 'desc',
    ReleaseDate DATE NOT NULL,
    TextDescription VARCHAR(50) NOT NULL,
    Url VARCHAR(100) DEFAULT NULL,
    Version DECIMAL(4,2) DEFAULT '1.0',
    MaxScore INT DEFAULT NULL,
    MinScore INT DEFAULT NULL,

    CONSTRAINT pkGameID
        PRIMARY KEY(GameID)
);

CREATE TABLE Genre(
    GenreID INT NOT NULL,
    Name VARCHAR(20) NOT NULL,
```

```

        CONSTRAINT pkGenreID
            PRIMARY KEY(GenreID)
    );

CREATE TABLE GameToGenre(
    GameID INT NOT NULL,
    GenreID INT NOT NULL,

    CONSTRAINT pkIDs
        PRIMARY KEY(GameID,GenreID),
    CONSTRAINT fkGameID
        FOREIGN Key(GameID)
        REFERENCES Game(GameID),
    CONSTRAINT fkGenreID
        FOREIGN Key(GenreID)
        REFERENCES Genre(GenreID)
);

CREATE TABLE GameImage (
    GameImageID INT NOT NULL,
    GameID INT NOT NULL,
    FilePath VARCHAR(100),
    DefaultImage ENUM('True','False') NOT NULL,

    CONSTRAINT pkGameImgID
        PRIMARY KEY (gameImageID),
    CONSTRAINT fkGameID2
        FOREIGN Key(GameID)
        REFERENCES Game(GameID)
);

/* Linking relation for Users & Games */
CREATE TABLE UserToGame(
    ID INT NOT NULL AUTO_INCREMENT,
    UserName VARCHAR(20) NOT NULL,
    GameID INT NOT NULL,
    GameInProgress ENUM('Yes','No') NOT NULL DEFAULT'No',
    InMatch ENUM('Yes','No') NOT NULL DEFAULT'No',
    HighestScore INT NOT NULL DEFAULT'0',
    LastScore INT DEFAULT '0',
    LastPlayDate DATE DEFAULT NULL,
    UserRating FLOAT NOT NULL DEFAULT'0.0',
    AgeRating ENUM('Unrated','1','2','3','4','5') NOT NULL DEFAULT'Unrated',
    Comments VARCHAR(100) NOT NULL DEFAULT'No comments',

    CONSTRAINT pkID
        PRIMARY KEY(ID),
    CONSTRAINT fk_U2G_UserName
        FOREIGN KEY(UserName)
        REFERENCES UserPublic(UserName),
    CONSTRAINT fk_U2G_GameID
        FOREIGN KEY(GameID)
        REFERENCES Game(GameID)
);

/* Friendship Relations */
CREATE TABLE Friends(
    AccHolder VARCHAR(20) NOT NULL,
    Friend VARCHAR(20) NOT NULL,

    CONSTRAINT pkFriends
        PRIMARY KEY(AccHolder, Friend),
    CONSTRAINT fkUser
        FOREIGN Key(AccHolder)
        REFERENCES UserPublic(UserName),
    CONSTRAINT fkUser2
        FOREIGN Key(Friend)
        REFERENCES UserPublic(UserName)
);

/* Friend request relation with game invites */
CREATE TABLE FriendRequest(
    RequestID INT NOT NULL AUTO_INCREMENT,
    Requester VARCHAR(20) NOT NULL,
    Requestee VARCHAR(20) DEFAULT NULL,

```

```

Email VARCHAR(30) DEFAULT NULL,
Response ENUM('Pending','Accepted','Declined','Completed') NOT NULL DEFAULT 'Pending',

CONSTRAINT pkFriendReq
    PRIMARY KEY(RequestID),
CONSTRAINT fkRequester
    FOREIGN Key(Requester)
    REFERENCES UserPrivate(Username),
CONSTRAINT fkRequestee
    FOREIGN Key(Requestee)
    REFERENCES UserPrivate(Username),
CONSTRAINT fkReqEmail
    FOREIGN Key(Email)
    REFERENCES Email(Email)
);

/* Leaderboards */
CREATE TABLE Leaderboard(
    LeaderboardID INT NOT NULL AUTO_INCREMENT,
    GameID INT NOT NULL,
    SortOrder ENUM('asc','desc') NOT NULL DEFAULT 'desc',
    TimePeriod ENUM('forever','1_year','1_week','1_day') NOT NULL DEFAULT 'forever',
    IsDefault BOOLEAN NOT NULL DEFAULT 0,

    CONSTRAINT pkLdbdID
        PRIMARY KEY (LeaderboardID),
    CONSTRAINT fk_ldbd_GameID
        FOREIGN KEY(GameID)
        REFERENCES Game(GameID)
);

/* Plays relation records any time a user plays a game */
CREATE TABLE Plays(
    PlayID INT AUTO_INCREMENT,
    GameID INT NOT NULL,
    UserName VARCHAR(20) NOT NULL,
    TimeOfPlay TIMESTAMP,

    CONSTRAINT pkNoOfPlaysID
        PRIMARY KEY(PlayID)
);

/* Scores relation records all of the scores made on any game*/
CREATE TABLE Scores(
    ScoreID INT AUTO_INCREMENT,
    UserToGameID INT NOT NULL,
    Score INT NOT NULL,
    TimeOfScore TIMESTAMP NOT NULL,

    CONSTRAINT pk_scores
        PRIMARY KEY (ScoreID)
);

/* Achievement relation */
CREATE TABLE Achievement (
    achievementID INT AUTO_INCREMENT,
    gameID INT NOT NULL,
    title VARCHAR(50) NOT NULL,
    hiddenFlag BIT(1) NOT NULL DEFAULT 0, /* achievements shown by default */
    icon INT DEFAULT 0,
    pointValue INT NOT NULL DEFAULT 1,
    postDescription VARCHAR(200),
    preDescription VARCHAR(200),

    CONSTRAINT pkAchievement
        PRIMARY KEY (achievementID),
    CONSTRAINT fkAchievToGame
        FOREIGN KEY (GameID)
        REFERENCES Game (GameID)
);

/* Linking relation for Achievements, Users & Games */
CREATE TABLE AchievementToUserToGame (
    achievementID INT,
    userToGameID INT,
    dateGained DATE NOT NULL,

```

```

        CONSTRAINT pkAchievUsrGame
            PRIMARY KEY (userToGameID, achievementID),
        CONSTRAINT fk
            FOREIGN KEY (userToGameID)
            REFERENCES UserToGame (ID)
    );

/* Matches relations */
CREATE TABLE Matches (
    MatchID INT AUTO_INCREMENT,
    MatchName VARCHAR(30) NOT NULL,
    Initiator INT NOT NULL,
    MinPlayers INT NOT NULL DEFAULT 2,
    MaxPlayers INT NOT NULL DEFAULT 2,
    NoOfPlayer INT NOT NULL DEFAULT 1,
    Status ENUM('not_started', 'in_play', 'ended') NOT NULL DEFAULT 'not_started',

    CONSTRAINT pkMatch
        PRIMARY KEY (MatchID),
    CONSTRAINT fkmatch1
        FOREIGN KEY (Initiator)
        REFERENCES UserToGame(ID)
);

/* Linking relation for matches, users and games */
CREATE TABLE MatchToUserToGame(
    MatchID INT NOT NULL,
    UserToGameID INT NOT NULL,
    PlayerStatus ENUM('playing', 'paused', 'quit') NOT NULL DEFAULT 'playing',

    CONSTRAINT pkMatchToUserToGame
        PRIMARY KEY (MatchID, UserToGameID),
    CONSTRAINT fkMTUTG1
        FOREIGN KEY (MatchID)
        REFERENCES Matches(MatchID),
    CONSTRAINT fkmtutg2
        FOREIGN KEY (UserToGameID)
        REFERENCES UserToGame(ID)
);

CREATE TABLE MatchRequest (
    MatchRequestID INT AUTO_INCREMENT,
    SendingUTG INT NOT NULL,
    ReceivingUTG INT NOT NULL,
    MatchID INT NOT NULL,
    Response ENUM('Accepted', 'Denied', 'Pending') NOT NULL DEFAULT 'Pending',

    CONSTRAINT pkmatchrequest
        PRIMARY KEY (MatchRequestID),
    CONSTRAINT fkmatchrequest
        FOREIGN KEY (SendingUTG)
        REFERENCES UserToGame(ID),
    CONSTRAINT fkmatchrequest2
        FOREIGN KEY (ReceivingUTG)
        REFERENCES UserToGame(ID)
);

/* Relation to hold contain obscene/offensive terms */
CREATE TABLE RudeWord (
    word VARCHAR(50),

    CONSTRAINT pkRudeWord
        PRIMARY KEY (word)
);

SHOW tables;

```

triggers.sql

Some comments have been removed for space purposes.

```
/*
```

PROCEDURES, FUNCTIONS & TRIGGERS

Included are the relevant procedures and functions for the specified coursework questions. Where appropriate triggers to activate them are listed afterward.

```

*/

/*
QUESTION 1
Author: Alex Parrott
*/
DROP PROCEDURE IF EXISTS ListGameOwners;
DELIMITER $$
CREATE PROCEDURE ListGameOwners(IN gameVar INT)
BEGIN
    /* Looks up the Game with the ID provided as parameter */
    SELECT UserPublic.UserName AS Owners
    FROM Game,UserPublic,UserToGame
    WHERE UserPublic.UserName=UserToGame.UserName
    AND Game.GameID=UserToGame.GameID
    AND Game.GameID=gameVar;

END $$
DELIMITER ;

/*
QUESTION 2 & QUESTION 3
Author: Alex Parrott
*/
DROP PROCEDURE IF EXISTS UpdateAverage;
DELIMITER $$
CREATE PROCEDURE UpdateAverage(IN updated INT)
BEGIN
    UPDATE Game
    /* Set new rating count for new rated Game */
    SET NoOfRatings = (
        SELECT COUNT(UserRating)
        FROM UserToGame
        WHERE UserToGame.GameID = Game.GameID
        AND UserToGame.GameID = updated)
    WHERE Game.GameID = updated;

    /* If new rating count is over 10, update the average */
    IF (SELECT NoOfRatings FROM Game WHERE GameID = updated) >= 10
    THEN BEGIN
        UPDATE Game
        SET AverageRating = (
            SELECT AVG(UserRating)
            FROM UserToGame
            WHERE UserToGame.GameID = Game.GameID
            AND UserToGame.GameID = updated)
        WHERE Game.GameID = updated;
    END; END IF;

END $$
DELIMITER ;

/*
QUESTION 4
Author: Will Woodhead
*/
DROP PROCEDURE IF EXISTS RankLeaderboards;
DELIMITER $$
CREATE PROCEDURE RankLeaderboards(User VARCHAR(30), GID INT)
BEGIN
    SET @rank=0;
    /* @count is the number of users who have registered a score in a particular game */
    SET @count = (
        SELECT COUNT(*)
        FROM Scores
        WHERE UserToGameID IN (
            SELECT ID
            FROM UserToGame
            WHERE GameID = GID)
    );

    /* Check whether the scores are ascending or descending */
    IF ((SELECT SortOrder FROM Game WHERE GameID=GID) = 'asc')

```

```

THEN
    SELECT r AS rank, topXP AS top_x_percent, scor AS BestScore FROM (
        SELECT @rank:=@rank+1 AS r, (@rank/@count)*100 AS topXP ,UserToGameID,Score AS
scor
        FROM Scores
        WHERE UserToGameID IN (
            SELECT ID
            FROM UserToGame
            WHERE GameID = GID)
        ORDER BY Score ASC
    ) AS temp WHERE UserToGameID = (
        SELECT ID
        FROM UserToGame
        WHERE Username = User
        AND GameID = GID )
    ORDER BY BestScore ASC LIMIT 1;
ELSE
    SELECT r AS rank, topXP AS top_x_percent, scor AS BestScore FROM (
        SELECT @rank:=@rank+1 AS r,(@rank/@count)*100 AS topXP, UserToGameID, Score AS
scor
        FROM Scores
        WHERE UserToGameID IN (
            SELECT ID
            FROM UserToGame
            WHERE GameID = GID)
        ORDER BY Score DESC
    ) AS temp WHERE UserToGameID = (
        SELECT ID
        FROM UserToGame
        WHERE Username = User
        AND GameID = GID )
    ORDER BY BestScore DESC LIMIT 1;
END IF;
END; $$
DELIMITER ;

/*
QUESTION 5
Author: Will Woodhead
*/
DROP PROCEDURE if exists TopTens;
DELIMITER $$
CREATE PROCEDURE TopTens()
BEGIN
    SET @row:=0;
    SET @prev:=null;
    SELECT genre,name,AverageRating
    FROM (
        SELECT Genre.Name AS genre,
        Game.Name AS name,
        AverageRating,
        @row:= IF(@prev = Genre.Name, @row + 1, 1) AS row_number,
        @prev:= Genre.Name
        FROM Game, Genre, GameToGenre
        WHERE Game.GameID = GameToGenre.GameID
        AND Genre.GenreID = GameToGenre.GenreID
        ORDER BY Genre.Name, AverageRating DESC)
    AS src
    WHERE row_number <= 10
    ORDER BY genre, AverageRating DESC;
END; $$
DELIMITER ;

/*
QUESTION 6
Author: Alex Parrott
*/
DROP FUNCTION IF EXISTS CatchCheaters;
DELIMITER $$
CREATE FUNCTION CatchCheaters(game INT,score INT)
RETURNS INT
BEGIN
    DECLARE checkedScore INT;
    DECLARE minimum INT;
    DECLARE maximum INT;

```



```

/* Initialise the score to return */
SELECT score
INTO checkedScore;
/* Get max and min scores for the Game being updated */
SELECT MinScore
INTO minimum
FROM Game
WHERE Game.GameID = game;

SELECT MaxScore
INTO maximum
FROM Game
WHERE Game.GameID = game;

/*
If the new score is < min or > max score, set it to the minimum for that Game.
*/
IF(
    score < minimum
    OR
    score > maximum
)
THEN
    SET checkedScore = minimum;
END IF;

/* Return the final checked score */
RETURN checkedScore;
END $$
DELIMITER ;

/*
QUESTION 7
SEE Game_after_insert TRIGGER below.
Author: Will Woodhead
*/

/*
QUESTION 8
Author: James Hamblion
*/
DROP FUNCTION IF EXISTS isUserNameRude;
DELIMITER $$
CREATE FUNCTION isUserNameRude(username VARCHAR(50))
RETURNS INT
BEGIN
    DECLARE done INT DEFAULT FALSE;
    DECLARE obscene INT DEFAULT FALSE;
    DECLARE cmpWord VARCHAR(50);
    DECLARE cur CURSOR FOR SELECT word FROM RudeWord;
    DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;

    OPEN cur;
compare_loop: LOOP
    FETCH cur INTO cmpWord;
    /* Build search text */
    SET @searchtxt = '%';
    SET @searchtxt = @searchtxt + cmpWord;
    SET @SearchText = @SearchText + '%';
    /* Handler check */
    IF done THEN
        LEAVE compare_loop;
    END IF;
    /* Word comparison check (Note STRCMP case insensitive by default) */
    SET obscene = STRCMP(@username, @searchtxt);
    IF obscene
    THEN
        SET done := TRUE;
    END IF;
END LOOP;
CLOSE cur;
RETURN obscene;
END; $$
DELIMITER ;

/*
QUESTION 9:
Author: Will Woodhead
*/

```

```

DROP PROCEDURE IF EXISTS Hotlist;
DELIMITER $$
CREATE PROCEDURE Hotlist()
BEGIN
    CREATE TABLE Hotlist (
        Ranking INT NOT NULL AUTO_INCREMENT,
        GameID INT NOT NULL,
        NOLastWeek INT,
        CONSTRAINT pkID PRIMARY KEY(ranking)
    );

    INSERT INTO HotList (GameID, NOLastWeek)
    SELECT GameID, COUNT(GameID) AS count
    FROM Plays
    WHERE Plays.TimeOfPlay > DATE(DATE_SUB(NOW(), INTERVAL 7 DAY))
    GROUP BY GameID
    ORDER BY count DESC;

    SELECT Ranking, Name, NOLastWeek
    FROM Hotlist, Game
    WHERE Hotlist.GameID = Game.GameID ORDER BY NOLastWeek DESC limit 10;
    DROP TABLE Hotlist;
END; $$
DELIMITER ;

/*
QUESTION 10
Author: Alex Parrott
*/
/* Procedure creates a Friendship Request - used to create & delete friendships */
DROP PROCEDURE IF EXISTS CreateRequest;
DELIMITER $$
CREATE PROCEDURE CreateRequest(IN User VARCHAR(20), reqFriend VARCHAR(30), deleteFlag INT, emailFlag
INT)
BEGIN
    /* Action friendships to delete */
    IF (deleteFlag)
    THEN
        IF (emailFlag)
        THEN
            INSERT INTO FriendRequest(Requester, Email, Response)
            VALUES(User, reqFriend, 'Declined');
        ELSE
            INSERT INTO FriendRequest(Requester, Requestee, Response)
            VALUES(User, reqFriend, 'Declined');
        END IF;
    /* Action new friendship requests */
    ELSE
        IF (emailFlag)
        THEN
            INSERT INTO FriendRequest(Requester, Email)
            VALUES(User, reqFriend);
        ELSE
            INSERT INTO FriendRequest(Requester, Requestee)
            VALUES(User, reqFriend);
        END IF;
    END IF;
END; $$
DELIMITER ;

/* Procedure processes all FriendRequests */
DROP PROCEDURE IF EXISTS ProcessRequest;
DELIMITER $$
CREATE PROCEDURE ProcessRequest(IN reqID INT)
BEGIN
    DECLARE Friend1 VARCHAR(20);
    DECLARE Friend2 VARCHAR(30);

    /* Assign UserNames to friends */
    SET Friend1 = (
        SELECT Requester
        FROM FriendRequest
        WHERE RequestID = reqID);
    SET Friend2 = (
        SELECT Requestee
        FROM FriendRequest
        WHERE RequestID = reqID);
    /* If Email is used for request then get the UserName */
    IF Friend2 IS NULL

```

```

THEN
    SET Friend2 = (
        SELECT UserName
        FROM Email
        WHERE Email = (
            SELECT Email
            FROM FriendRequest
            WHERE RequestID = reqID)
    );
END IF;

/* Delete any completed requests */
DELETE FROM FriendRequest
WHERE Response = 'Completed';

/* Delete any friendships for unwanted friendships */
IF (SELECT Response FROM FriendRequest WHERE RequestID = reqID) = 'Declined'
THEN
    DELETE FROM Friends
    WHERE AccHolder = Friend1
    AND Friend = Friend2;
    DELETE FROM Friends
    WHERE AccHolder = Friend2
    AND Friend = Friend1;
END IF;

/* Create new friendship for any accepted friend requests */
IF (SELECT Response FROM FriendRequest WHERE RequestID = reqID) = 'Accepted'
THEN
    INSERT INTO Friends(AccHolder,Friend)
    VALUES (Friend1,Friend2);
    INSERT INTO Friends(AccHolder,Friend)
    VALUES (Friend2,Friend1);
END IF;

/* Change response status to complete for all actioned requests */
IF (SELECT Response FROM FriendRequest WHERE RequestID = reqID) <> 'Pending'
THEN
    UPDATE FriendRequest
    SET Response = 'Completed'
    WHERE RequestID = reqID;
END IF;
END; $$
DELIMITER ;

/*
QUESTION 11
Author: Will Woodhead
*/
DROP PROCEDURE IF EXISTS GetFriendsLeaderboard;
DELIMITER $$
CREATE PROCEDURE GetFriendsLeaderboard(UserN VARCHAR(30), GID INT)
BEGIN

    SET @ScoreFormat = (SELECT ScoreFormat FROM Game WHERE GameID = GID);

    DROP TABLE IF EXISTS temp;
    CREATE TABLE temp (
        Username VARCHAR(30),
        Score INT ,
        TimeOfScore TIMESTAMP
    );

    INSERT INTO temp
    SELECT Username, Score, TimeOfScore
    FROM Scores, UserToGame
    WHERE Scores.UserToGameID = UserToGame.ID
    AND UserToGame.GameID = GID
    AND Scores.UserToGameID IN (
        SELECT ID
        FROM UserToGame
        WHERE UserName IN (
            SELECT Friend
            FROM Friends
            AS friendtemp
            WHERE AccHolder = UserN
        UNION SELECT UserN
        )
    );

    IF ((SELECT SortOrder FROM Game WHERE GameID=GID) = 'asc')

```

```

        THEN
            SELECT Username, Score, CONCAT(' ', @ScoreFormat) AS units
            FROM temp
            ORDER BY Score ASC;
        ELSE
            SELECT Username, Score, CONCAT(' ', @ScoreFormat) AS units
            FROM temp
            ORDER BY Score DESC;
        END IF;
    DROP TABLE temp;
END; $$
DELIMITER ;

/*
QUESTION 12
Author: Alex Parrott
*/
DROP PROCEDURE IF EXISTS ShowFriends;
DELIMITER $$
CREATE PROCEDURE ShowFriends(IN User VARCHAR(20))
BEGIN
    /* Create a table of all specified user's friends */
    CREATE TABLE AllFriends(
        SELECT Friend
        FROM Friends
        WHERE AccHolder = User
    );
    /* Create a table of last games played by each friend */
    /* (1) Get the date of the last play */
    CREATE TABLE LastDate(
        SELECT UserName, MAX>LastPlayDate) AS LastPlay
        FROM UserToGame
        GROUP BY UserName
        ORDER BY LastPlayDate DESC
    );
    /* (2) Get the unique ID and name of the game played on this date */
    CREATE TABLE LastGame(
        SELECT UserToGame.UserName, Game.GameID, Name
        FROM UserToGame
        JOIN LastDate ON LastDate.UserName = UserToGame.UserName
        JOIN Game ON UserToGame.GameID = Game.GameID
        WHERE LastPlay = LastPlayDate
    );

    /* Display list of all online friends */
    SELECT UserName, AccountStatus
    FROM UserPublic, AllFriends
    WHERE UserPublic.UserName = AllFriends.Friend
    AND AccountStatus = 'Online';

    /* Display list of offline friends with last login and last game played */
    SELECT UserPublic.UserName, AccountStatus, LastLogin, Name AS LastPlayed
    FROM UserPublic, AllFriends, LastGame
    WHERE UserPublic.UserName = AllFriends.Friend
    AND UserPublic.UserName = LastGame.UserName
    AND AccountStatus = 'Offline';

    DROP TABLE AllFriends;
    DROP TABLE LastGame;
    DROP TABLE LastDate;

END; $$
DELIMITER ;

/*
QUESTION 13
Author: James Hamblion
*/
DROP PROCEDURE IF EXISTS AchievementsForUserGame;
DELIMITER $$
CREATE PROCEDURE AchievementsForUserGame(usrname VARCHAR(50), gameid INT)
BEGIN
    DECLARE totalAchiev INT;
    DECLARE userGameid INT;
    DECLARE earntAchiev INT;
    DECLARE pointVal INT;

    /* Get userToGameID for the game and username. If user doesn't own game variable is null. */
    SET userGameid = (

```

```

        SELECT ID
        FROM UserToGame utg
        WHERE utg.UserName = username
        AND utg.gameid = gameident
    );
    /* Check userGameid not null and continue, else return message 'Error: game not owned by
user!' */
    IF (userGameid IS NOT NULL)
    THEN
        /* Get total achievement number for game */
        SET totalAchiev = (
            SELECT COUNT(achievementID)
            FROM Achievement a
            WHERE a.gameid = gameident
        );
        /* Get earnt achievements for the user in the specified game */
        SET earntAchiev = (
            SELECT COUNT(achievementID)
            FROM AchievementToUserToGame a
            WHERE a.userToGameID = userGameid
        );
        IF (earntAchiev IS NULL)
        THEN
            SET earntAchiev = 0;
        END IF; /* prevents null output */
        /* Get point value of earnt achievements for the user in the specified game */
        SET pointVal = (
            SELECT SUM(PointValue)
            FROM Achievement a, AchievementToUserToGame b
            WHERE b.userToGameid = userGameid
            AND a.achievementID = b.achievementID
            AND a.gameid = gameident
        );
        IF (pointVal IS NULL)
        THEN
            SET pointVal = 0;
        END IF; /*prevents null output*/
        SELECT CONCAT(earntAchiev,' of ',totalAchiev,' achievements ', '(' ,pointVal,' points',
        ')') AS 'Your_Achievements';
    ELSE
        SELECT 'Error: game not owned by user!' AS 'Your_Achievements';
    END IF;
END; $$
DELIMITER ;

/*
QUESTION 14
Author: James Hamblion
*/
DROP PROCEDURE IF EXISTS ShowStatusScreen;
DELIMITER $$
CREATE PROCEDURE ShowStatusScreen(username VARCHAR(50))
BEGIN
    /* User not found handler (skips query code if no username exists in database) */
    IF (
        (SELECT COUNT(Username)
        FROM UserPublic u
        WHERE u.UserName = username)
        != 0)
    THEN
        /* User status line */
        SET @status = (
            SELECT UserStatus
            FROM UserPublic u
            WHERE u.UserName = username
        );
        /* Number of games owned by user */
        SET @numGames = (
            SELECT COUNT(username)
            FROM UserToGame u
            WHERE u.UserName = username
        );
        IF (@numGames IS NULL)
        THEN
            SET @numGames = 0;
        END IF; /* prevents null output */
        /* Total achievement points for user */
        SET @numPoints = (
            SELECT SUM(PointValue)

```

```

        FROM Achievement a,AchievementToUserToGame b
        WHERE b.userToGameid IN (
            SELECT ID
            FROM UserToGame u
            WHERE u.UserName = username)
        AND a.achievementID = b.achievementID
    );
    IF (@numPoints IS NULL)
    THEN
        SET @numPoints = 0;
    END IF; /* prevents null output */
    /* Number of friends of user */
    SET @numFriends = (
        SELECT COUNT(Friend) FROM Friends f
        WHERE f.AccHolder = username
    );
    IF (@numFriends IS NULL)
    THEN
        SET @numFriends = 0;
    END IF; /* prevents null output */

    /*
    Create status screen table, insert values, print and then drop
    the the Status_Screen table
    */
    CREATE TABLE Status_Screen (
        Username VARCHAR(20),
        Status_Line VARCHAR(100),
        Number_of_Games_Owned INT,
        Total_Number_of_Achievement_Points INT,
        Number_of_Friends INT
    );
    INSERT INTO Status_Screen
    VALUES (username,@status,@numGames,@numPoints,@numFriends);
    SELECT * FROM Status_Screen;
    DROP TABLE Status_Screen;

END IF;
END; $$
DELIMITER ;

/*
QUESTION 15
Author: James Hamblion
*/
DROP PROCEDURE IF EXISTS ListUserGameAchievements;
DELIMITER $$
CREATE PROCEDURE ListUserGameAchievements(username VARCHAR(50),gameident INT)
BEGIN
    DECLARE done INT DEFAULT FALSE;
    /* All var needed to fetch row fields */
    DECLARE achID INT;
    DECLARE gmid INT;
    DECLARE ttl VARCHAR(50);
    DECLARE hidFlag BIT;
    DECLARE icn INT;
    DECLARE pointVal INT;
    DECLARE poDes VARCHAR(200);
    DECLARE preDes VARCHAR(200);
    DECLARE a INT;
    DECLARE u INT;
    DECLARE dgain DATE;
    /* Var to determine post or pre description */
    DECLARE descrpt VARCHAR(200);
    /*The query to give everything needed: */
    DECLARE cur CURSOR FOR
        SELECT * FROM
            (SELECT *
             FROM Achievement x
             WHERE x.gameid = gameident) a
            LEFT OUTER JOIN
            (SELECT *
             FROM AchievementToUserToGame y
             WHERE y.userToGameid IN
                 (SELECT ID
                  FROM UserToGame u
                  WHERE u.UserName = username
                  AND u.gameID = gameident)) b
            ON a.achievementID = b.achievementID
        WHERE (b.dateGained IS NULL

```

```

        AND a.hiddenFlag = FALSE)
        OR(a.hiddenFlag = FALSE)
        OR(b.dateGained IS NOT NULL AND a.hiddenFlag = TRUE)
        ORDER BY b.dateGained DESC;
DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;

/* Create result table */
CREATE TABLE GameAchievementList (
    Title VARCHAR(50),
    PointValue INT,
    Description VARCHAR(200),
    DateGained DATE
);

/* Populate the table by looping row by row using a cursor. */
OPEN cur;
pop_loop: LOOP
    FETCH cur INTO achID, gmid, ttl, hidFlag, icn, pointVal, poDes, preDes, a, u, dgain;
    IF done
    THEN
        LEAVE pop_loop; /* If user doesn't exist or game not owned procedure ends/does
nothing. */
    END IF;
    /* Check description to use. Earnt achievement = postDescription */
    IF (dgain IS NULL)
    THEN
        SET descrpt = preDes;
    ELSE
        SET descrpt = poDes;
    END IF;

    INSERT INTO GameAchievementList
    VALUES (ttl, pointVal, descrpt, dgain);
END LOOP;
CLOSE cur;

/* Display results and then drop the table as no longer needed. */
SELECT * FROM GameAchievementList;
DROP TABLE GameAchievementList;
END; $$
DELIMITER ;

/*
QUESTION 16
Author: James Hamblion
*/
DROP PROCEDURE IF EXISTS CompListGameAchievFriend;
DELIMITER $$
CREATE PROCEDURE CompListGameAchievFriend(usrname VARCHAR(50), frndusrname VARCHAR(50))
BEGIN
    DECLARE ttl VARCHAR(30);
    DECLARE usrA VARCHAR(20);
    DECLARE usrpointsA VARCHAR(20);
    DECLARE usrB VARCHAR(20);
    DECLARE usrpointsB VARCHAR(20);
    DECLARE done INT DEFAULT FALSE;
    /*Cursor for games and achiev of username*/
    DECLARE cur CURSOR FOR
    /*Cursor query start*/
        SELECT query1.GameTitle, User_A, User_A_Points, User_B, User_B_Points
        FROM
            (SELECT ID, User_A, GameTitle, SUM(PointValue) AS User_A_Points
            FROM
                (SELECT ID, User_A, GameTitle, achievementID
                FROM
                    (SELECT ID, UserName AS User_A, name As GameTitle
                    FROM UserToGame u, Game g
                    WHERE u.UserName = username AND g.gameid = u.gameid) ug
                LEFT OUTER JOIN
                    AchievementToUserToGame atug
                ON ug.ID = atug.userToGameID) x
                LEFT OUTER JOIN
                    Achievement y
                ON x.achievementID = y.achievementID
            GROUP BY ID
            ORDER BY x.achievementID DESC) query1
        LEFT OUTER JOIN
            (SELECT ID, User_B, GameTitle, SUM(PointValue) AS User_B_Points
            FROM

```

```

        (SELECT ID, User_B, GameTitle, achievementID
        FROM
            (SELECT ID, UserName AS User_B, name As GameTitle
            FROM UserToGame u, Game g
            WHERE u.UserName = frndusrname AND g.gameid = u.gameid)

        LEFT OUTER JOIN
            AchievementToUserToGame atug
        ON ug.ID = atug.userToGameID) x
    LEFT OUTER JOIN
        Achievement y
    ON x.achievementID = y.achievementID
    GROUP BY ID
    ORDER BY x.achievementID DESC) query2
ON query1.GameTitle = query2.GameTitle

UNION

SELECT query2.GameTitle, User_A, User_A_Points, User_B, User_B_Points
FROM
    (SELECT ID, User_A, GameTitle, SUM(PointValue) AS User_A_Points
    FROM
        (SELECT ID, User_A, GameTitle, achievementID
        FROM
            (SELECT ID, UserName AS User_A, name As GameTitle
            FROM UserToGame u, Game g
            WHERE u.UserName = usrname AND g.gameid = u.gameid) ug
        LEFT OUTER JOIN
            AchievementToUserToGame atug
        ON ug.ID = atug.userToGameID) x
    LEFT OUTER JOIN
        Achievement y
    ON x.achievementID = y.achievementID
    GROUP BY ID
    ORDER BY x.achievementID DESC) query1
    RIGHT OUTER JOIN
        (SELECT ID, User_B, GameTitle, SUM(PointValue) AS User_B_Points
        FROM
            (SELECT ID, User_B, GameTitle, achievementID
            FROM
                (SELECT ID, UserName AS User_B, name As GameTitle
                FROM UserToGame u, Game g
                WHERE u.UserName = frndusrname AND g.gameid = u.gameid)

            LEFT OUTER JOIN
                AchievementToUserToGame atug
            ON ug.ID = atug.userToGameID) x
            LEFT OUTER JOIN
                Achievement y
            ON x.achievementID = y.achievementID
            GROUP BY ID
            ORDER BY x.achievementID DESC) query2
        ON query1.GameTitle = query2.GameTitle;

/*Cursor query end*/
DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;

/*Build statement for the temporary create comparison table screen
with procedure input variables in column/attribute names*/
SET @userAchPoints = CONCAT('CREATE TABLE Compare_List (Game_Title VARCHAR(30), ',
    'Your_Achievement_Points VARCHAR(20), ',
    'Achievement_Points_of_', frndusrname, ' VARCHAR(20), notOwned
INT)');

/*Create user/friend game and achievements comparison table*/
PREPARE stmt FROM @userAchPoints;
EXECUTE stmt;
DEALLOCATE PREPARE stmt;
/*Populate Compare_Screen temporary output table:*/
OPEN cur;
pop_loop: LOOP
    FETCH cur INTO ttl, usrA, usrpntsA, usrB, usrpntsB;
    IF done THEN
        LEAVE pop_loop;
    END IF;
    /*Check if game owned by both users*/
    IF ((usrA IS NOT NULL) AND (usrB IS NOT NULL)) THEN
        SET @owned = 1; /*Set flag for sort order (1 = owned by both users)*/
        /*Check if a user has null points for an owned game and set to 0*/
        IF (usrpntsA IS NULL) THEN
            SET usrpntsA = '0';

```



```

                ELSEIF (usrpointsB IS NULL) THEN
                    SET usrpointsB = '0';
                END IF;
            ELSE /*only owned by one user*/
                SET @owned = 0; /*Set flag for sort order (0 = not owned by one user)*/
                IF (usrA IS NULL AND usrB IS NOT NULL) THEN /*owned by usrB not usrA*/
                    SET usrpointsA = '';
                    SET usrpointsB = '0';
                ELSEIF (usrA IS NOT NULL AND usrB IS NULL) THEN /*owned by usrA not usrB*/
                    SET usrpointsA = '0';
                    SET usrpointsB = '';
                END IF;
            END IF;
        /*Insert results into temporary output table*/
        INSERT INTO Compare_List
            VALUES (ttl, usrpointsA, usrpointsB, @owned);
    END LOOP;
    CLOSE cur;
    /*Display result query string*/
    SET @resultStr = CONCAT('SELECT Game_Title, Your_Achievement_Points, Achievement_Points_of_',
        frndusrname, ' FROM Compare_List ORDER BY notOwned
DESC');
    PREPARE stmt FROM @resultStr;
    EXECUTE stmt;
    DEALLOCATE PREPARE stmt;
    DROP TABLE Compare_List;
END; $$
DELIMITER ;

/*
QUESTION 17:
Author: Will Woodhead

*/
DROP PROCEDURE IF EXISTS GetLeaderboard;
DELIMITER $$
CREATE PROCEDURE GetLeaderboard(LBID INT)
BEGIN

    SET @ScoreFormat = (
        SELECT ScoreFormat
        FROM Game
        WHERE GameID = (
            SELECT GameID
            FROM Leaderboard
            WHERE LeaderboardID = LBID)
    );
    SET @GID = (
        SELECT GameID
        FROM Leaderboard
        WHERE LeaderboardID = LBID
    );

    DROP TABLE IF EXISTS temp;
    CREATE TABLE temp (
        Username VARCHAR(30),
        Score INT,
        TimeOfScore TIMESTAMP
    );

    IF ((SELECT TimePeriod FROM Leaderboard WHERE LeaderboardID=LBID) = '1_year')
    THEN
        INSERT INTO temp
            SELECT Username, Score, TimeOfScore
            FROM Scores, UserToGame
            WHERE Scores.UserToGameID = UserToGame.ID
            AND UserToGame.GameID = @GID
            AND TimeOfScore > DATE(DATE_SUB(NOW(), INTERVAL 365 DAY)
        );
    ELSEIF ((SELECT TimePeriod FROM Leaderboard WHERE LeaderboardID=LBID) = '1_week')
    THEN
        INSERT INTO temp
            SELECT Username, Score, TimeOfScore
            FROM Scores, UserToGame
            WHERE Scores.UserToGameID = UserToGame.ID
            AND UserToGame.GameID = @GID
            AND TimeOfScore > DATE(DATE_SUB(NOW(), INTERVAL 7 DAY)
        );
    );

```

```

ELSEIF ((SELECT TimePeriod FROM Leaderboard WHERE LeaderboardID=LBID) = '1_day')
THEN
    INSERT INTO temp
        SELECT Username, Score, TimeOfScore
        FROM Scores, UserToGame
        WHERE Scores.UserToGameID = UserToGame.ID
        AND UserToGame.GameID = @GID
        AND TimeOfScore > DATE(DATE_SUB(NOW(), INTERVAL 1 DAY))
    );
ELSE
    INSERT INTO temp
        SELECT Username, Score, TimeOfScore
        FROM Scores, UserToGame
        WHERE Scores.UserToGameID = UserToGame.ID
        AND UserToGame.GameID = @GID;
END IF;

IF ((SELECT SortOrder FROM Leaderboard WHERE LeaderboardID=LBID) = 'asc')
THEN
    SELECT Username, Score, CONCAT(' ', @ScoreFormat) AS Units, TimeOfScore
    FROM temp
    ORDER BY Score ASC;
ELSE
    SELECT Username, Score, CONCAT(' ', @ScoreFormat) AS Units, TimeOfScore
    FROM temp
    ORDER BY Score DESC;
END IF;

DROP TABLE temp;
END; $$
DELIMITER ;

/*
QUESTION 18:
Author: Alex Parrott
*/
DROP PROCEDURE IF EXISTS SuggestFriends;
DELIMITER $$
CREATE PROCEDURE SuggestFriends(IN User VARCHAR(20))
BEGIN
    DECLARE toCheck VARCHAR(20);
    DECLARE done INT DEFAULT FALSE;
    DECLARE cur CURSOR FOR
        SELECT UserName FROM SuggestedFriends;
    DECLARE CONTINUE HANDLER FOR
        NOT FOUND SET done = TRUE;

    /* Create a table of all specified user's friends... */
    CREATE TABLE AllFriends(
        SELECT Friend
        FROM Friends
        WHERE AccHolder = User
    );
    /* ...and one of all of their games */
    CREATE TABLE AllGames(
        SELECT GameID
        FROM UserToGame
        WHERE UserName = User
    );
    /* Create a table to hold non friends to make suggestions */
    CREATE TABLE SuggestedFriends(
        SELECT UserName
        FROM UserPrivate
        WHERE UserName <> User
        AND UserName NOT IN
            (SELECT Friend AS UserName
             FROM AllFriends)
    );
    ALTER TABLE SuggestedFriends
    ADD FriendsInCommon INT;
    ALTER TABLE SuggestedFriends
    ADD GamesInCommon INT;

    /* Loop cycles through all users who are not already friends with provided user */
    OPEN cur;
    getFriends: LOOP

        FETCH cur INTO toCheck;
        IF done = TRUE

```

```

        THEN
            LEAVE getFriends;
        END IF;

        /* Create a table of the current user's friends */
        CREATE TABLE CompareFriend(
            SELECT Friend
            FROM Friends
            WHERE AccHolder = toCheck
        );
        /* Count the friends in common with specified user */
        UPDATE SuggestedFriends
        SET FriendsInCommon =(
            SELECT COUNT(CompareFriend.Friend)
            FROM CompareFriend,AllFriends
            WHERE CompareFriend.Friend = AllFriends.Friend
        )
        WHERE UserName = toCheck;

        /* Create a table of the current user's games */
        CREATE TABLE CompareGame(
            SELECT GameID
            FROM UserToGame
            WHERE UserName = toCheck
        );
        /* Count the games in common with specified user */
        UPDATE SuggestedFriends
        SET GamesInCommon =(
            SELECT COUNT(CompareGame.GameID)
            FROM CompareGame,AllGames
            WHERE CompareGame.GameID = AllGames.GameID
        )
        WHERE UserName = toCheck;
        /* Drop tables ready for next iteration of the loop */
        DROP TABLE CompareFriend;
        DROP TABLE CompareGame;

        END LOOP getFriends;
        CLOSE cur;

        /* Display any users with more than one friend or game in common */
        SELECT * FROM SuggestedFriends
        WHERE FriendsInCommon > 1
        OR GamesInCommon > 1;

        DROP TABLE AllFriends;
        DROP TABLE AllGames;
        DROP TABLE SuggestedFriends;
    END; $$
DELIMITER ;

/* Question 20
Author: Will Woodhead
*/

DROP PROCEDURE if exists CreateMatch;
DELIMITER //
CREATE PROCEDURE CreateMatch(UTGID INT, minPlayer INT, maxPlayer INT, matchnm VARCHAR(30))
BEGIN

INSERT INTO Matches (Initiator, MinPlayers, MaxPlayers, MatchName)
VALUES (UTGID, minPlayer, maxPlayer, matchnm);

INSERT INTO MatchToUserToGame (MatchID, UserToGameID)
VALUES (
    (SELECT MatchID FROM Matches WHERE Initiator=UTGID AND MatchName=matchnm),
    UTGID
);
END; //
DELIMITER ;

DROP PROCEDURE if exists MatchRequesting;
DELIMITER //
CREATE PROCEDURE MatchRequesting(Sending INT, Receiving INT, mID INT)
BEGIN
    INSERT INTO MatchRequest (SendingUTG, ReceivingUTG, MatchID)

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VALUES (Sending, Receiving, mID);
END; //
DELIMITER ;

/* TRIGGERS */

/* Triggers for Game relation */
DELIMITER $$
CREATE TRIGGER Game_after_insert
AFTER INSERT ON Game
FOR EACH ROW
BEGIN
    /* Create a default leaderboard at the creation of any new game */
    INSERT INTO Leaderboard (GameID, IsDefault, SortOrder)
    VALUES (
        (SELECT GameID
         FROM Game
         WHERE Game.GameID = NEW.GameID), 1, (
            SELECT SortOrder
            FROM Game
            WHERE Game.GameID = NEW.GameID)
    );
    INSERT INTO Leaderboard (GameID, SortOrder, TimePeriod)
    VALUES (
        NEW.GameID,
        (SELECT SortOrder FROM Game WHERE GameID = NEW.GameID),
        '1_week'
    );
    INSERT INTO Leaderboard (GameID, SortOrder, TimePeriod)
    VALUES (
        NEW.GameID,
        (SELECT SortOrder FROM Game WHERE GameID = NEW.GameID),
        '1_day'
    );
END $$
DELIMITER ;

/* TRIGGERS FOR UserToGame RELATION */

/* BEFORE INSERT on UserToGame */
DROP TRIGGER IF EXISTS BeforeInsertUserToGame;
DELIMITER $$
CREATE TRIGGER BeforeInsertUserToGame
BEFORE INSERT ON UserToGame
FOR EACH ROW
BEGIN
    /* QUESTION 6 */
    SET NEW.LastScore = (
        SELECT CatchCheaters(NEW.GameID, NEW.LastScore));
END $$
DELIMITER ;

/* BEFORE UPDATE on UserToGame */
DROP TRIGGER IF EXISTS BeforeUpdateUserToGame;
DELIMITER $$
CREATE TRIGGER BeforeUpdateUserToGame
BEFORE UPDATE ON UserToGame
FOR EACH ROW
BEGIN
    /* QUESTION 6 */
    SET NEW.LastScore = (
        SELECT CatchCheaters(NEW.GameID, NEW.LastScore));
END $$
DELIMITER ;

/* AFTER INSERT on UserToGame */
DELIMITER $$
CREATE TRIGGER AfterInsertUserToGame
AFTER INSERT ON UserToGame
FOR EACH ROW
BEGIN
    /* QUESTION 2 & QUESTION 3 */
    CALL UpdateAverage(NEW.GameID);
END $$
DELIMITER ;

/* AFTER UPDATE on UserToGame */
DELIMITER $$

```

```

CREATE TRIGGER AfterUpdateUserToGame
AFTER UPDATE ON UserToGame
FOR EACH ROW
BEGIN
    /* QUESTION 2 & QUESTION 3 */
    CALL UpdateAverage(NEW.GameID);

    /* QUESTION 9: When a user starts playing a game, this 'play' is logged in the PLays table
    This plays table is queried to find out the Hotlist */
    IF NEW.GameInProgress = 'yes'
    AND OLD.GameInProgress = 'no'
    THEN BEGIN
        INSERT INTO Plays (GameID,UserName,TimeOfPlay)
        VALUES (
            (SELECT GameID
             FROM UserToGame
             WHERE UserToGame.GameID = NEW.GameID
             AND UserToGame.UserName = NEW.UserName),
            (SELECT UserName
             FROM UserToGame
             WHERE UserToGame.GameID = NEW.GameID
             AND UserToGame.UserName = NEW.UserName),
            NOW()
        );
    END;
END IF;

/* QUESTION 7: When a user gets a new score in any game, it is recorded in the lastScore
attribute in UserToGame table
This score is also logged in LeaderboardToUserToGame. This table holds the record of every
score on every game
at a certain time. This table can therefore be used to create all of the leaderboards for any
game.*/
IF NEW.LastScore != OLD.LastScore
THEN BEGIN
    INSERT INTO Scores (UserToGameID, Score, TimeOfScore)
    VALUES(
        (SELECT ID
         FROM UserToGame
         WHERE UserToGame.ID = NEW.ID),
        (SELECT LastScore
         FROM UserToGame
         WHERE UserToGame.ID = NEW.ID),
        NOW()
    );
END;
END IF;
END $$
DELIMITER ;

/* AFTER DELETE on UserToGame */
DELIMITER $$
CREATE TRIGGER AfterDeleteUserToGame
AFTER DELETE ON UserToGame
FOR EACH ROW
BEGIN
    /* QUESTION 2 & QUESTION 3 */
    CALL UpdateAverage(OLD.GameID);

    /* QUESTION 3: If number of ratings drops below 10, set average to NULL */
    IF (SELECT NoOfRatings FROM Game WHERE GameID = OLD.GameID) < 10
    THEN BEGIN
        UPDATE Game
        SET AverageRating = NULL
        WHERE Game.GameID = OLD.GameID;
    END; END IF;
END $$
DELIMITER ;

/* TRIGGERS FOR MatchRequest RELATION */

/* AFTER UPDATE on MatchRequest */
DELIMITER $$
CREATE TRIGGER matchRequest_after_update
AFTER UPDATE ON MatchRequest
FOR EACH ROW
BEGIN
    /* if response is accepted, then the usertogame is added to the match*/
    SET @num = (SELECT NoOfPlayer FROM Matches WHERE Matches.MatchID = NEW.MatchID);

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        IF NEW.Response = 'Accepted'
        THEN BEGIN
            INSERT INTO MatchToUserToGame (MatchID, UserToGameID)
            VALUES(NEW.MatchID, NEW.ReceivingUTG);
            UPDATE Matches
            SET NoOfPlayer = @num + 1
            WHERE MatchID = New.MatchID;
        END; END IF;

END $$
DELIMITER ;

/* AFTER UPDATE on UserTogametomatch */
DELIMITER $$
CREATE TRIGGER matchtouserToGame_after_update
AFTER UPDATE ON MatchToUserToGame
FOR EACH ROW
BEGIN
    SET @num = (SELECT NoOfPlayer FROM Matches WHERE Matches.MatchID = NEW.MatchID);
    IF NEW.PlayerStatus = 'Quit'
    THEN BEGIN
        UPDATE Matches
        SET NoOfPlayer = @num - 1
        WHERE MatchID = NEW.MatchID;
    END; END IF;

END $$
DELIMITER ;

/* Setup the TRIGGER on User-Public table*/
DROP TRIGGER IF EXISTS userNameEntryCheck;
DELIMITER $$
CREATE TRIGGER userNameEntryCheck
BEFORE INSERT ON UserPublic
FOR EACH ROW
BEGIN
    SET @usrname = NEW.userName;
    SET @obscene = isUserNameRude(@usrname);
    IF @obscene THEN
        SET NEW.AccountStatus := 'Locked';
    END IF;
END; $$
DELIMITER ;

```