

Normally a deck consists of 8 cards, but type "boatBattle" has 12.

BattleDeck	
battleId	char(64)
playerTag	varchar(20)
card	varchar(30)
cardLevel	int4

BattleInfo	
battleId	char(64)
battleTime	timestamp
type	varchar(30)
isLadderTournament	bool
arenaId	int4
arena	varchar(30)
gameId	int4
gameMode	varchar(50)
deckSelection	varchar(30)

BattleParticipant	
battleId	char(64)
playerTag	varchar(20)
team	bool

battleId uniquely identifies a battle; it can be generated with a sha256 of battleTime and the playerTags of every participant in alphabetical order.

team is an indicator for grouping players into teams (useful for 2v2).

Use bulk inserts to reduce overheads (an insert = a commit = slow)

INSERT INTO BattleDeck VALUES (...), (...);

BattleData	
battleId	char(64)
playerTag	varchar(20)
clanTag	varchar(20)
startingTrophies	int4
trophyChange	int4
crowns	int4
princessTower1HitPoints	int4
princessTower2HitPoints	int4
kingTowerHitPoints	int4
boatBattleSide	char(8)
boatBattleWon	bool
newBoatTowersDestroyed	int4
prevBoatTowersDestroyed	int4
remainingBoatTowers	int4

PlayerInfo	
playerTag	varchar(20)
name	varchar(30)
expLevel	int4
trophies	int4
bestTrophies	int4
wins	int4
losses	int4
battleCount	int4
threeCrownWins	int4
challengeCardsWon	int4
challengeMaxWins	int4
tournamentCardsWon	int4
tournamentBattleCount	int4
role	varchar(30)
donations	int4
donationsReceived	int4
totalDonations	int4
warDayWins	int4
clanCardsCollected	int4
clanTag	varchar(20)
arena	varchar(30)