

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

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

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

BattleParticipant		
🔑 playerTag	varchar(20)	
🔑 battleId	char(64)	
📄 team	bool	N

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

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).

PlayerInfo		
📄 playerTag	varchar(20)	
📄 name	varchar(30)	N
📄 clanTag	varchar(20)	N
📄 role	varchar(30)	N
📄 arenaId	int4	N
📄 arena	varchar(30)	N
📄 trophies	int4	N
📄 bestTrophies	int4	N
📄 donations	int4	N
📄 donationsReceived	int4	N
📄 totalDonations	int4	N
📄 previousSeasonTrophies	int4	N
📄 previousSeasonRank	int4	N
📄 previousSeasonBestTrophies	int4	N
📄 previousSeasonId	varchar(30)	N
📄 currentSeasonTrophies	int4	N
📄 currentSeasonRank	int4	N
📄 currentSeasonBestTrophies	int4	N
📄 currentSeasonId	varchar(30)	N
📄 bestSeasonTrophies	int4	N
📄 bestSeasonRank	int4	N
📄 bestSeasonBestTrophies	int4	N
📄 bestSeasonId	varchar(30)	N
📄 currentFavouriteCard	varchar(30)	N
📄 expLevel	int4	N
📄 expPoints	int4	N
📄 wins	int4	N
📄 losses	int4	N
📄 battleCount	int4	N
📄 threeCrownWins	int4	N
📄 challengeCardsWon	int4	N
📄 challengeMaxWins	int4	N
📄 tournamentCardsWon	int4	N
📄 tournamentBattleCount	int4	N
📄 warDayWins	int4	N
📄 clanCardsCollected	int4	N
📄 starPoints	int4	N