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

BattleInfo

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

BattleDeck

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

BattleParticipant

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

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

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

Note: 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) 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

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) N
📄	arena	varchar(30)