

BattleDeck	
battleId	char(36)
playerTag	varchar(20)
card1	varchar(30)
card1Level	int4
card2	varchar(30)
card2Level	int4
card3	varchar(30)
card3Level	int4
card4	varchar(30)
card4Level	int4
card5	varchar(30)
card5Level	int4
card6	varchar(30)
card6Level	int4
card7	varchar(30)
card7Level	int4
card8	varchar(30)
card8Level	int4

BattleInfo	
battleId	char(36)
battleTime	timestamp
type	varchar(30)
isLadderTournament	varchar(30)
arena	varchar(30)
gameMode	varchar(50)
deckSelection	varchar(30)

BattleMatch	
battleId	char(36)
selfTag	varchar(20)
allyTag	varchar(20) N
rival1Tag	varchar(20)
rival2Tag	varchar(20) N

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

BattleData	
battleId	char(36)
playerTag	varchar(20)
startingTrophies	int4
trophyChange	int4 N
crowns	int4
princessTower1HitPoints	int4 N
princessTower2HitPoints	int4 N
kingTowerHitPoints	int4 N
clanTag	varchar(20) 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)