

# Team z-h



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# User

- ID (integer)
- Username (varchar)
- Email (varchar)
- Password (varchar)
- Role (varchar)
- Created at (timestamp)

| users      |           |
|------------|-----------|
| id         | integer   |
| username   | varchar   |
| email      | varchar   |
| password   | varchar   |
| role       | varchar   |
| created_at | timestamp |

# Profile

- Profile ID (integer)
- User ID(FK)
- Bio (text)
- Updated At (timestamp)

| profile         |           |
|-----------------|-----------|
| profile_id      | integer   |
| profile_user_id | FK NN     |
| bio             | text      |
| created_at      | timestamp |

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# Global Chat

- Global Message ID (integer)
- Global Message Text (text)
- Sent at (timestamp)
- User ID (FK)

| global_chat         |           |
|---------------------|-----------|
| global_message_id 🔑 | integer   |
| global_message_text | text      |
| sent_at             | TIMESTAMP |
| user_id 🔑           | FK ➤      |

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# Game Chat

- Message ID (integer)
- Message Text (text)
- Sent at (timestamp)
- Game ID (FK)
- User ID (FK)

| game_chat    |           |
|--------------|-----------|
| message_id 🔗 | integer   |
| message_text | text      |
| sent_at      | TIMESTAMP |
| game_id 🔗    | FK        |
| user_id 🔗    | FK        |

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# Game

- Game ID (integer)
- Called Uno (boolean)
- Direction (enum)
- Skips (Integer)
- Created At (timestamp)
- Current Turn (FK)
- Winner ID (FK)

| game         |           |
|--------------|-----------|
| game_id      | integer   |
| game_code    | varchar   |
| called_uno   | boolean   |
| direction    | enum      |
| skips        | integer   |
| created_at   | timestamp |
| current_turn | FK        |
| winner_id    | FK        |

# Participants

- Participants ID (integer)
- Turn Order (integer)
- Cards in Hand (integer)
- Is Uno (boolean)
- Game ID (FK)
- User ID (FK)

| participants    |         |
|-----------------|---------|
| participants_id | integer |
| turn_order      | integer |
| cards_in_hand   | integer |
| is_uno          | boolean |
| game_id         | FK      |
| user_id         | FK      |

# Game Cards

- Game Card ID (integer)
- Location (enum)
- Position (integer)
- Game ID (FK)
- Card ID (FK)
- Participants ID (FK)

| game_cards      |         |
|-----------------|---------|
| game_card_id    | integer |
| location        | enum    |
| position        | integer |
| game_id         | FK      |
| card_id         | FK      |
| participants_id | FK      |



# Cards

- Card ID (integer)
- Color (enum)
- Value (varchar)

| cards     |         |
|-----------|---------|
| card_id 🔑 | integer |
| color     | enum    |
| value     | VARCHAR |

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# Game Results

- Game Results ID (integer)
- Game History ID (FK)
- Game Rank (integer)
- User ID (FK)
- Outcome (enum)
- Start At (timestamp)
- Ended At (timestamp)

| game_results    |           |    |
|-----------------|-----------|----|
| game_results_id | serial    | NN |
| game_history_id | FK        | NN |
| game_rank       | integer   | NN |
| user_id         | FK        | NN |
| outcome         | outcome   | E  |
| started_at      | timestamp |    |
| ended_at        | timestamp |    |

# Game History

- Game History ID (integer)
- Game Rank (integer)
- Game Results ID (FK)
- Profile ID (FK)
- Start At (timestamp)
- Ended At (timestamp)

| game_history    |            |    |
|-----------------|------------|----|
| game_history_id | serial     | PK |
| game_rank       | integer NN |    |
| game_results_id | FK NN      |    |
| profile_id      | FK NN      |    |
| started_at      | timestamp  |    |
| ended_at        | timestamp  |    |

# Normalization and Rationale

We decided to break the tables up into neat sections to prevent data duplication attempting optimize our database for a large scale production.

