

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

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	➢

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	↗

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	—o
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

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	>
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.

