Pack Pack Monsters Database Model:

Monster Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| MonsterId (INTEGER) | MonsterName (TEXT) | MonsterHp (INTEGER) | MonsterType (INTEGER) | MonsterImage (TEXT) |
| 0 | "Fire Guy" | 50 | 0 | "<image-path>" |
| 1 | "Water Dude" | 50 | 1 | "<image-path>" |

MonsterMove Table:

|  |  |
| --- | --- |
| MonsterId | MoveId |
| 0 | 0 |
| 0 | 1 |
| 0 | 2 |
| 0 | 3 |
| 1 | 4 |
| 1 | 5 |
| 1 | 6 |
| 1 | 7 |

Move Table:

|  |  |  |  |
| --- | --- | --- | --- |
| MoveId (INTEGER) | MoveName  (TEXT) | MoveDamage (INTEGER) | IsMoveBuff (INTEGER) |
| 0 | "<fireguy-move>" | 5 | 0 |
| 1 | "<fireguy-move>" | 10 | 0 |
| 2 | "<fireguy-move>" | 15 | 1 |
| 3 | "<fireguy-move>" | 20 | 0 |
| 4 | "<waterdude-move>" | 5 | 0 |
| 5 | "<waterdude-move>" | 10 | 0 |
| 6 | "<waterdude-move>" | 15 | 1 |
| 7 | "<waterdude-move>" | 20 | 0 |