

- Repo is on github (duh)
- Models API on Render
  - Should only have 1-2 people on this
  - Cloud platform for a lot of things but we will use it for the API
  - Known to be easy to use
  - Free to use in small scale
    - Can be helpful for testing
  -
- Database is on Digital Ocean
  - Cloud infrastructure provider for our case it is used for the database
  - Data scientists on DO
- Prisma
  - Used for the schema
  - It is an object relational mapper (ORM)
    - Connects OOP with relational databases
    - Helps to interact with the data in a more OO structure rather than a query structure

PRISMA SCHEMA:

```
generator client {
  provider      = "prisma-client-js"
  binaryTargets = ["native", "rhel-openssl-1.0.x"]
}
```

```
datasource db {
  provider = "postgresql"
  url      = env("DATABASE_URL")
}
```

```
model Flex {
  id      Int      @id @default(autoincrement())
  name    String   @unique
  description String
  rarity   Float?
  uniqueId String   @unique
  Recipe  Recipe[]
  UserFlex UserFlex[]
}
```

```
model Recipe {
  id          Int      @id @default(autoincrement())
  flexUniqueid String
  achievementKeys String[]
}
```

```

    rarity      Float?
    disabled    Boolean? @default(false)
    Flex        Flex    @relation(fields: [flexUniqueld], references: [uniqueld])
}

```

```

model User {
  id          Int      @id @default(autoincrement())
  state       String?
  totalGames  Int?
  processedGames Int?
  gameId      String    @unique
  source      String
  games       Json?
  notes       String?
  processedDate DateTime?
  info        Json?
  clusterInfo Json?
  country_code String?
  persona_name String?
  real_name   String?
  email       String?
  userCampaigns userCampaign[]
}

```

```

model UserStat {
  id          Int      @id @default(autoincrement())
  gameId      String    @unique
  state       String?
  mostPlayedGame Json?
  genres      Json?
  notes       String?
}

```

```

model UserFlex {
  id          Int      @id @default(autoincrement())
  flexUniqueld String
  recipe      Json?
  achievedDate DateTime
  gameId      String
  recipeAchiKeys String[]
  Flex        Flex    @relation(fields: [flexUniqueld], references: [uniqueld])

  @@unique([flexUniqueld, gameId])
}

```

```
}
```

```
model Game {  
  id      Int      @id @default(autoincrement())  
  appid   String   @unique  
  name    String  
  metadata Json?  
  platform String  
  achievements Json?  
  category String[]  
  genre   String[]  
  GameAchievement GameAchievement[]  
}
```

```
model GameAchievement {  
  id      Int      @id @default(autoincrement())  
  apiname String?  
  unique_key String  @unique  
  name    String  
  description String?  
  percent Float?    @default(0.0)  
  appid   String  
  platform String  
  recipId Int?  
  Game    Game      @relation(fields: [appid], references: [appid])  
  UserAchievement UserAchievement[]  
}
```

```
model UserAchievement {  
  id      Int      @id @default(autoincrement())  
  gameId  String  
  unlocktime Int  
  playTimeInGame Int  
  unique_key String  
  GameAchievement GameAchievement @relation(fields: [unique_key], references:  
[unique_key])  
  
  @@unique([gameId, unique_key])  
}
```

```
model Employer {  
  id    Int    @id @default(autoincrement())  
  name  String  
  email String
```

```

    createdAt DateTime @default(now())
    updatedAt DateTime @updatedAt
    uuid String @unique
    campaigns Campaign[]
}

model Campaign {
  id Int @id @default(autoincrement())
  name String
  employerUuid String
  Employer Employer @relation(fields: [employerUuid], references: [uuid])
  userCampaigns userCampaign[]
}

model userCampaign {
  id Int @id @default(autoincrement())
  userId String
  campaignId Int
  Campaign Campaign @relation(fields: [campaignId], references: [id])
  User User @relation(fields: [userId], references: [gameId])

  @@unique([userId, campaignId])
}

```