

-- MySQL Workbench Forward Engineering

SET @OLD_UNIQUE_CHECKS=@@UNIQUE_CHECKS, UNIQUE_CHECKS=0;

SET @OLD_FOREIGN_KEY_CHECKS=@@FOREIGN_KEY_CHECKS, FOREIGN_KEY_CHECKS=0;

SET @OLD_SQL_MODE=@@SQL_MODE,
SQL_MODE='ONLY_FULL_GROUP_BY,STRICT_TRANS_TABLES,NO_ZERO_IN_DATE,NO_ZERO_DATE,ERR
OR_FOR_DIVISION_BY_ZERO,NO_ENGINE_SUBSTITUTION';

-- Schema mydb

-- Schema boardgames

-- Schema boardgames

CREATE SCHEMA IF NOT EXISTS `boardgames` DEFAULT CHARACTER SET utf8mb4 ;

USE `boardgames` ;

-- Table `boardgames`.`games`

CREATE TABLE IF NOT EXISTS `boardgames`.`games` (

`id_games` INT(11) NOT NULL AUTO_INCREMENT,

`name` VARCHAR(255) NOT NULL,

`description` VARCHAR(255) NULL DEFAULT NULL,

`min_players` INT(11) NOT NULL DEFAULT 1,

`max_players` INT(11) NOT NULL DEFAULT 1,

`play_time` INT(11) NULL DEFAULT NULL,

`complexity` TINYINT(4) NULL DEFAULT NULL,

```
PRIMARY KEY (`id_games`))
```

```
ENGINE = InnoDB
```

```
AUTO_INCREMENT = 201
```

```
DEFAULT CHARACTER SET = utf8mb4;
```

```
-- Table `boardgames`.`mechanics`
```

```
CREATE TABLE IF NOT EXISTS `boardgames`.`mechanics` (
```

```
  `id_mechanics` INT(11) NOT NULL,
```

```
  `name` VARCHAR(255) NULL DEFAULT NULL,
```

```
  `description` VARCHAR(255) NULL DEFAULT NULL,
```

```
  PRIMARY KEY (`id_mechanics`))
```

```
ENGINE = InnoDB
```

```
DEFAULT CHARACTER SET = utf8mb4;
```

```
-- Table `boardgames`.`game_mechanics`
```

```
CREATE TABLE IF NOT EXISTS `boardgames`.`game_mechanics` (
```

```
  `id_game` INT(11) NULL DEFAULT NULL,
```

```
  `id_mechanic` INT(11) NULL DEFAULT NULL,
```

```
  INDEX `id_game` (`id_game` ASC) ,
```

```
  INDEX `id_mechanic` (`id_mechanic` ASC) ,
```

```
  CONSTRAINT `game_mechanics_ibfk_1`
```

```
    FOREIGN KEY (`id_game`)
```

```
      REFERENCES `boardgames`.`games` (`id_games`),
```

```
  CONSTRAINT `game_mechanics_ibfk_2`
```

```
    FOREIGN KEY (`id_mechanic`)
```

```
REFERENCES `boardgames`.`mechanics` (`id_mechanics`))  
ENGINE = InnoDB  
DEFAULT CHARACTER SET = utf8mb4;
```

```
-----  
-- Table `boardgames`.`user`  
-----
```

```
CREATE TABLE IF NOT EXISTS `boardgames`.`user` (  
  `id_user` INT(11) NOT NULL,  
  `username` VARCHAR(255) NOT NULL,  
  `email` VARCHAR(255) NOT NULL,  
  `password` VARCHAR(255) NOT NULL,  
  `first_name` VARCHAR(255) NULL DEFAULT NULL,  
  `last_name` VARCHAR(255) NULL DEFAULT NULL,  
  PRIMARY KEY (`id_user`))  
ENGINE = InnoDB  
DEFAULT CHARACTER SET = utf8mb4;
```

```
-----  
-- Table `boardgames`.`game_reviews`  
-----
```

```
CREATE TABLE IF NOT EXISTS `boardgames`.`game_reviews` (  
  `id_game_reviews` INT(11) NOT NULL,  
  `id_game` INT(11) NULL DEFAULT NULL,  
  `id_user` INT(11) NULL DEFAULT NULL,  
  `rating` INT(2) NULL DEFAULT NULL,  
  `review` VARCHAR(255) NULL DEFAULT NULL,  
  `review_date` TIMESTAMP NOT NULL DEFAULT CURRENT_TIMESTAMP(),  
  PRIMARY KEY (`id_game_reviews`),
```

```

INDEX `user_idx` (`id_user` ASC) ,
INDEX `game_idx` (`id_game` ASC) ,
CONSTRAINT `game`
  FOREIGN KEY (`id_game`)
  REFERENCES `boardgames`.`games` (`id_games`)
  ON DELETE NO ACTION
  ON UPDATE NO ACTION,
CONSTRAINT `user`
  FOREIGN KEY (`id_user`)
  REFERENCES `boardgames`.`user` (`id_user`)
  ON DELETE NO ACTION
  ON UPDATE NO ACTION)
ENGINE = InnoDB
DEFAULT CHARACTER SET = utf8mb4;

```

```

-----
-- Table `boardgames`.`publisher`
-----

```

```

CREATE TABLE IF NOT EXISTS `boardgames`.`publisher` (
  `id_publisher` INT(11) NOT NULL,
  `name` VARCHAR(255) NULL DEFAULT NULL,
  PRIMARY KEY (`id_publisher`))
ENGINE = InnoDB
DEFAULT CHARACTER SET = utf8mb4;

```

```

-----
-- Table `boardgames`.`versions`
-----

```

```

CREATE TABLE IF NOT EXISTS `boardgames`.`versions` (

```

```

`id_versions` INT(11) NOT NULL,
`id_game` INT(11) NULL DEFAULT NULL,
`version_number` INT(11) NULL DEFAULT NULL,
`release_date` DATE NULL DEFAULT NULL,
`id_publisher` INT(11) NULL DEFAULT NULL,
`components` VARCHAR(255) NULL DEFAULT NULL,
PRIMARY KEY (`id_versions`),
INDEX `publisher_idx` (`id_publisher` ASC) ,
INDEX `game_idx` (`id_game` ASC) ,
CONSTRAINT `fk_versions_game`
    FOREIGN KEY (`id_game`)
    REFERENCES `boardgames`.`games` (`id_games`)
    ON DELETE NO ACTION
    ON UPDATE NO ACTION,
CONSTRAINT `fk_versions_publisher`
    FOREIGN KEY (`id_publisher`)
    REFERENCES `boardgames`.`publisher` (`id_publisher`)
    ON DELETE NO ACTION
    ON UPDATE NO ACTION)
ENGINE = InnoDB
DEFAULT CHARACTER SET = utf8mb4;

USE `boardgames` ;

-----

-- procedure add_new_publisher

-----

DELIMITER $$
USE `boardgames`$$
CREATE DEFINER=`root`@`localhost` PROCEDURE `add_new_publisher`(

```

```

    IN publisher_name VARCHAR(255)
)
BEGIN
    INSERT INTO boardgames.publisher (name) VALUES (publisher_name);
END$$

DELIMITER ;

-----

-- function get_game_count
-----

DELIMITER $$
USE `boardgames`$$
CREATE DEFINER=`root`@`localhost` FUNCTION `get_game_count`() RETURNS int(11)
BEGIN
    DECLARE game_count INT;
    SELECT COUNT(*) INTO game_count FROM boardgames.games;
    RETURN game_count;
END$$

DELIMITER ;

SET SQL_MODE=@OLD_SQL_MODE;
SET FOREIGN_KEY_CHECKS=@OLD_FOREIGN_KEY_CHECKS;
SET UNIQUE_CHECKS=@OLD_UNIQUE_CHECKS;

```