**Database overview**

Fort Nitta's database uses PostgreSql to store its tables.

**Tables**

**The “chat\_messages” table**

Stores all messages between users

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Default** | **Remarks** |
| **id** | serial | None | The message id |
| **to\_user** | integer | 0 | Receiver |
| **from\_user** | integer | 0 | Sender |
| **message** | varchar(512) | ‘’ | Message (512 characters max) |
| **data\_created** | timestamp | 0000-00-00 00:00:00 | Date message sent (YYYY-MM-DD HH:MM:SS). No time zone |
| **read** | boolean | false | Has the message been read? |

**The “settings” table**

User’s email settings. How frequent does user wish to receive an email notification

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Default** | **Remarks** |
| **id** | serial | None | PRIMARY KEY |
| **n\_hour** | integer | 0 | User’s email notification preference |
| **user\_id** | integer | 0 | User’s ID |

**The “game” table**

When the game was played

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Default** | **Remarks** |
| **id** | serial | None | The game id |
| **time\_played** | timestamp | 0000-00-00 00:00:00 | Date of game played (YYYY-MM-DD HH:MM:SS). No time zone |

**The “presence” table**

Stores all messages between users

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Default** | **Remarks** |
| **id** | serial | None | PRIMARY KEY |
| **game\_online** | boolean | false | Is User in game |
| **web\_online** | boolean | false | Is User online |
| **game\_last\_seen** | timestamp | 0000-00-00 00:00:00 | Date last in game (YYYY-MM-DD HH:MM:SS). No time zone. |
| **web\_last\_seen** | timestamp | 0000-00-00 00:00:00 | Date last login (YYYY-MM-DD HH:MM:SS). No time zone |
| **user\_id** | integer | 0 | User’s ID |

**The “user” table**

List of all users and all of user’s information

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Default** | **Remarks** |
| **id** | serial | None | PRIMARY KEY |
| **username** | varchar(20) | ‘’ | User’s login name |
| **password** | varchar(255) | ‘’ | User’s encrypted password |
| **email** | varchar(60) | ‘’ | User’s email account |
| **first\_name** | varchar(40) | ‘’ | User’s first name |
| **last\_name** | varchar(40) | ‘’ | User’s last name |
| **avatar\_path** | varchar(100) | ‘’ | Path for User’s Avatar |
| **verification** | varchar(255) | ‘’ | Encrypted account verification code |
| **date\_joined** | timestamp | 0000-00-00 00:00:00 | Date joined (YYYY-MM-DD HH:MM:SS). No time zone |
| **new\_user** | integer | 1 | 1(new user) or 0(not new user) |

**The “user\_statistics” table**

User’s game statistics

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Default** | **Remarks** |
| **id** | serial | None | PRIMARY KEY |
| **games\_played** | integer | 0 | # of games played |
| **wins** | integer | 0 | # of wins |
| **win\_loss\_ratio** | double precision | 0.0 | wins/loss |
| **user\_id** | integer | 0 | User’s ID |