GCTA

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Player Information

- username
- email
- currency balancy
- gacha collection
- Profile Pic
- transaction history (retrieved from transaction list of the relative microservice)

Gacha collection

Car models

- Super treasure 2024 (11) - Epic (E)
- Treasure 2024 (13) - Rare (R)
- Boulevard 2024 (30) - Rare (R)
- Mainlines 2024 (345) - Common (C)

In game currency: *Octane*
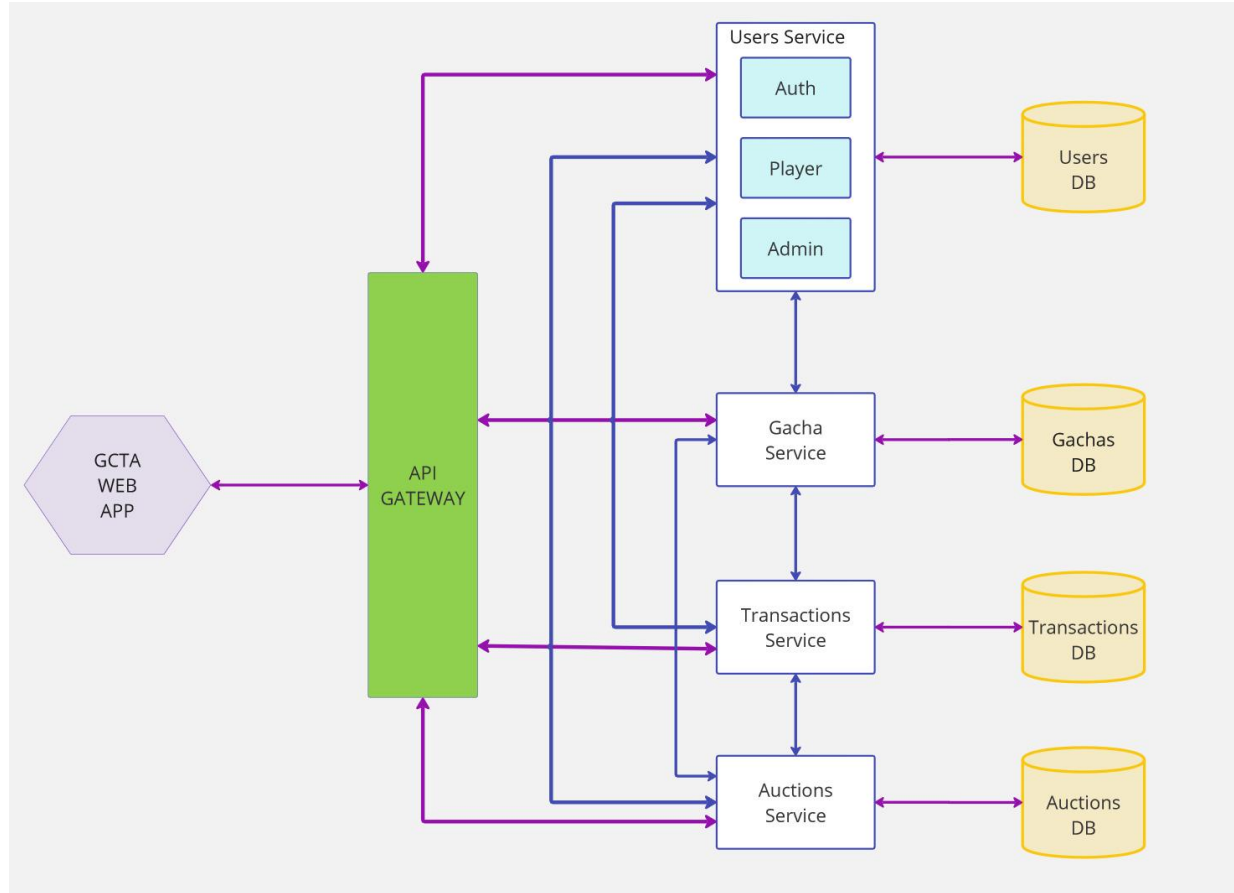
Architecture

Table: Users

Fields:

- user_id (INT, PK): Unique identifier for each user
- username (VARCHAR(255)): Unique username for the user
- password (VARCHAR(255)): Hashed password for authentication
- email (VARCHAR(255)): User's email address
- role (ENUM('player', 'admin')): Defines if the user is an admin or player
- currency_balance (INT): Amount of in-game currency the user holds

Relationships:

- One-to-Many with Transactions (Users → Transactions)
- One-to-Many with UserGachaInventory (Users → UserGachaInventory)
- One-to-Many with Auctions (Users → Auctions)
- One-to-Many with Bids (Users → Bids)

Table: GachaItems

Fields:

- gacha_id (INT, PK): Unique identifier for each gacha item
- name (VARCHAR(255)): Name of the gacha item
- rarity (ENUM('common', 'rare', 'epic', 'legendary')): Rarity level of the gacha item
- description (TEXT): Description of the gacha
- status (ENUM('available', 'out_of_stock')): Status of the gacha in the catalog

Relationships:

- One-to-Many with Auctions (GachaItems → Auctions)
- Many-to-Many with Users via UserGachaInventory (GachaItems → UserGachaInventory)

Table: UserGachaInventory

Fields:

- inventory_id (INT, PK): Unique identifier for the inventory
- user_id (INT, FK): References Users.user_id
- gacha_id (INT, FK): References GachaItems.gacha_id
- acquired_date (DATETIME): Date and time the gacha was acquired

Relationships:

- Many-to-One with Users (UserGachaInventory → Users)
- Many-to-One with GachaItems (UserGachaInventory → GachaItems)

Table: Auctions

Fields:

- auction_id (INT, PK): Unique identifier for the auction
- gacha_id (INT, FK): References GachaItems.gacha_id
- seller_id (INT, FK): References Users.user_id
- base_price (INT): Starting bid price for the auction
- highest_bid (INT): The current highest bid
- buyer_id (INT, FK, nullable): References Users.user_id (optional, null until sale)
- status (ENUM('active', 'expired', 'completed')): Auction status
- end_time (DATETIME): When the auction ends

Relationships:

- One-to-Many with Bids (Auctions → Bids)
- Many-to-One with Users (Auctions → Users)
- Many-to-One with GachaItems (Auctions → GachaItems)

Table: Bids

Fields:

- bid_id (INT, PK): Unique identifier for each bid
- auction_id (INT, FK): References Auctions.auction_id
- user_id (INT, FK): References Users.user_id
- bid_amount (INT): Amount the user has bid
- bid_time (DATETIME): Date and time the bid was placed

Relationships:

- Many-to-One with Users (Bids → Users)
- Many-to-One with Auctions (Bids → Auctions)

Table: Transactions

Fields:

-    transaction_id (INT, PK): Unique identifier
    for the transaction
-   user_id (INT, FK): References Users.user_id
-   transaction_type (ENUM('roll_purchase',
    'auction_bid', 'top_up')) : Type of transaction
-   amount (INT):: The amount of currency
    involved
-   transaction_date (DATETIME):: Date and
    time of the transaction

Relationships:

-   Many-to-One with Users (Transactions →
    Users)