Entity-Relationship Diagram

Entities (rectangles): User, Player, Game, Square, SpecialCard, NormalCard

Relationships (diamonds): UserPlayer, PlayerGame, GameSquare

Player attributes: number, points, has_played, id, normal_cards, special_cards, user_id, game_id

User attributes: id, name, username, email, password, wins, played_matches

Game attributes: deck, turn, status, id, playing_time, initial_cards, shop

Square attributes: id, cards, special_card, player_id, game_id

SpecialCard attributes: id, power, description
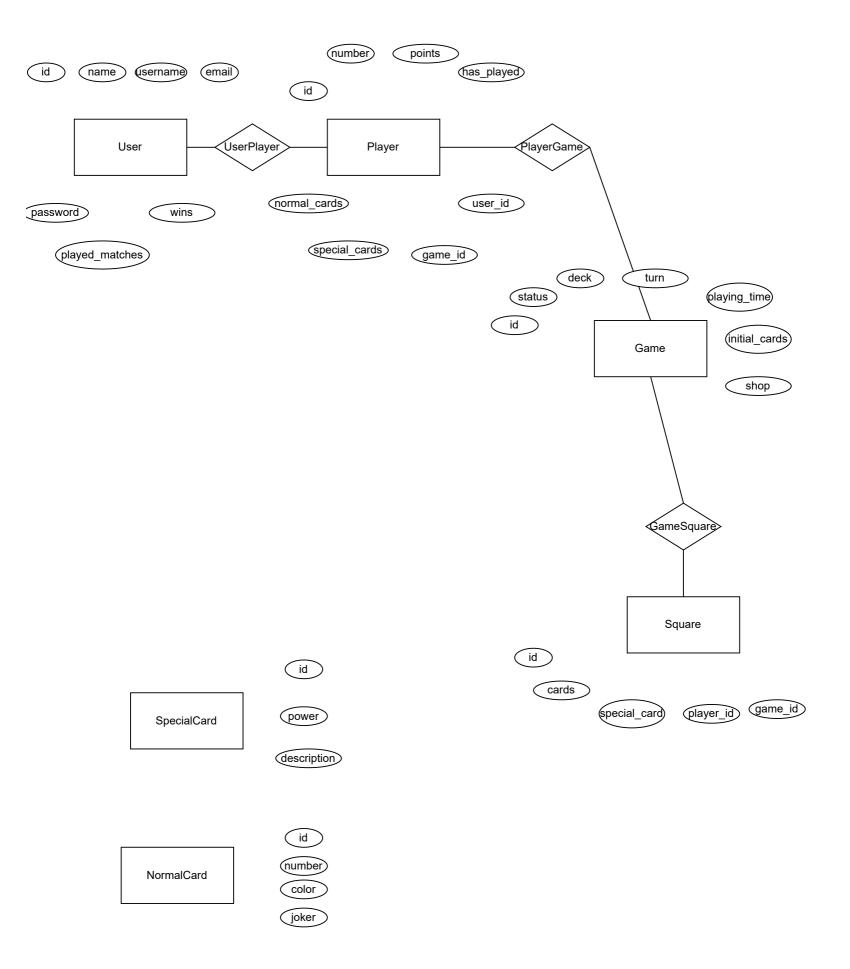
NormalCard attributes: id, number, color, joker

User

id: int(autoincremental)
name: string
username: string
password: string
wins: int
played_matches: int

HasMany: Player

Player

id: int(autoincremental)
number: int
points: int
has_played: bool
normal_cards: string
special_cards: string

game_id: int FK (Game.id)
user_id = int FK (User.id)

BelongsTo: User
BelongsTo: Game

NormalCard

id: int(autoincremental)
number: int
color: string
joker: boolean

SpecialCard

id: int(autoincremental)
power: string
description: string

Game

id: int(autoincremental)
status: integer
deck: string
turn: int
playing_time: int
initial_cards: int
shop: string

HasMany: Player
HasMany: Square

Square

id: int(autoincremental)
number: int
cards: string
special_card: string

game_id: int FK (Game.id)
player_id: int FK (Player.id)

BelongsTo: Game
HasOne: Player