ENUMS

account\_status\_enum ('ONLINE', 'OFFLINE', 'BANNED', 'INACTIVE')

server\_status\_enum ('UP', 'DOWN')

item\_rarity\_enum ('Junk', 'Common', 'Uncommon', 'Rare', 'Mythic')

weapon\_hands\_enum ('Main-Hand', 'Off-Hand', 'Two-Hand', 'One-Hand')

weapon\_type\_enum ('Sword', 'Axe', 'Spear', 'Hammer', 'Shield')

armor\_slot\_enum ('Head', 'Body', 'Waist', 'Hands', 'Legs', 'Feet')

armor\_type\_enum ('Light', 'Medium', 'Heavy')

SEQUENCES

item\_id\_seq (BIGINT)

TYPES

item\_type (id, name, rarity [item\_rarity\_enum], description, cost, is\_stackable, icon)

item\_stack\_type (item [item\_type], stackSize)

equipment\_set\_type (mainHand [weapon], offhand [weapon], head [armor], body [armor], waist [armor], hands [armor], legs [armor], feet [armor])

TABLES

item [item\_type] (**id** …)

equipment [item] (…, durability, remDurability, repairCost)

weapon [equipment] (…, hands [weapon\_hands\_enum], type [weapon\_type\_enum], damage)

armor [equipment] (…, slot [armor\_slot\_enum], type [armor\_type\_enum], defense)

quest\_item [item] (…)

junk\_item [item] (…)

usable\_item [item] (…, uses, remUses, cooldown, remCooldown)

ingredient [item] (…)

account (**email**, password, status [account\_status\_enum])

server (**id**, name, status [server\_status\_enum])

character (***server\_id [server(id)]*, name**, *account\_email [account(email)]*, inventory[], bank[], equipped[equipment\_set\_type], money)