Database model documentation

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1. Model details

Model name:

Pokemon Project - MPD

Version:

2.4

Database engine:

MySQL

Description:

2. Tables

2.1. Table pokemon

2.1.1. Columns

Column name	Type	Properties	Description
id	int	PK	
name	varchar(64)		
energy_id	int		
level	int		
max_health_points	int		
normal_damage	int		
special_damage	int		
special_defense	int		
image_url	text		

2.2. Table energy

2.2.1. Columns

Column name	Type	Properties	Description
id	int	PK	
name	varchar(16)		

2.3. Table player

2.3.1. Columns

Column name	Type	Properties	Description
id	int	PK	
name	varchar(32)		
email	varchar(128)		
password	varchar(128)		
level	int		
victories	int		

2.4. Table mastered_energy

2.4.1. Columns

Column name	Type	Properties	Description
id	int	PK	
player_id	int		
energy_id	int		

2.5. Table combat_type

2.5.1. Columns

Column name	Type	Properties	Description
id	int	PK	
name	varchar(16)		

2.6. Table combat_stats

2.6.1. Columns

Column name	Type	Properties	Description
id	int	PK	
winner_id	int		
loser_id	int		
combat_type_id	int		
timestamp	timestamp		

2.7. Table combat_round

2.7.1. Columns

Column name	Type	Properties	Description
id	int	PK	
combat_stats_id	int		
pokemon_id	int		
order	int		
player_id	int		

3. References

3.1. Reference pokemon_energy

energy	0..*	pokemon
id	<->	energy_id

3.2. Reference mastered_energy_player

player	1..*	mastered_energy
id	<->	player_id

3.3. Reference mastered_energy_energy

energy	0..*	mastered_energy
id	<->	energy_id

3.4. Reference combat_stats_winner

player	0..*	combat_stats
id	<->	winner_id

3.5. Reference combat_stats_loser

player	0..*	combat_stats
id	<->	loser_id

3.6. Reference combat_stats_combat_type

combat_type	0..*	combat_stats
id	<->	combat_type_id

3.7. Reference combat_pokemon_combat_stats

combat_stats	1..*	combat_round
id	<->	combat_stats_id

3.8. Reference combat_round_pokemon

pokemon	0..*	combat_round
id	<->	pokemon_id

3.9. Reference combat_pokemon_player

player	0..*	combat_round
id	<->	player_id