/\* 1.1 Create Database \*/

CREATE DATABASE BATTLEGAME;

GO

USE BATTLEGAME;

/\* 1.2 Create Asset Table \*/

CREATE TABLE Asset (

AssetId UNIQUEIDENTIFIER PRIMARY KEY DEFAULT NEWID(),

AssetName NVARCHAR(64) NOT NULL,

LevelRequire INT NOT NULL

);

/\* 1.3 Create Player Table \*/

CREATE TABLE Player (

PlayerId UNIQUEIDENTIFIER PRIMARY KEY DEFAULT NEWID(),

PlayerName NVARCHAR(64) NOT NULL,

FullName NVARCHAR(128) NOT NULL,

Age INT NOT NULL,

[Level] INT NOT NULL,

Email NVARCHAR(64)

);

/\* 1.4 Create PlayerAsset Table \*/

CREATE TABLE PlayerAsset (

PlayerId UNIQUEIDENTIFIER NOT NULL,

AssetId UNIQUEIDENTIFIER NOT NULL,

PRIMARY KEY (PlayerId, AssetId),

FOREIGN KEY (PlayerId) REFERENCES Player(PlayerId),

FOREIGN KEY (AssetId) REFERENCES Asset(AssetId)

);