SSBU Tier List Project

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Overview

For our project we are creating a "Tier List" backend database for the popular video game Super Smash Bros. Ultimate by Nintendo for their most recent console, the Nintendo Switch. We chose this game as it has a competitive background since 2002 and has grown to be a very well established game for Esports fans. The current games are played off of what is considered meta(which is a term used for champions that are the most competitively relevant). For competitive level of play, knowing and understanding how the meta shifts is key to being efficient and ahead of the curve. This is why tier list websites are so important, they allow us to organize the meta shifts.

In the current market for tier list websites there is a lack of diverse key functionalities, such as: basic character information, social interactions of tier lists, meta updates. The table will consist of tiers: S(overpowered), A(slightly less powerful), B(average power), C(weak but average with practice), and lastly D(non-competitive). Users based on their experience and own personal opinion can create Tier Lists. Aspects of functionality will include:

- Being able to view all the Characters, including their special and smash power levels, original game series, fighting style, etc...
- Viewing Character History such as date released and where they originally came from
- Being able to sort characters by fighting style such as: Brawler, Swordfighter, and Gunner
- Viewing Pro Player profiles
- What Competitions Pro Players have gone to
- Being able to update win/loss ratio of a give Pro Player
- Being able to delete tier list(s) of a user
- The User is able to update his favorite character
- View the Basic information on the User such as followers, following, etc..

Our backend has all of the character information pre-inserted, and static. We need to make it static because that character information is vital to their identity, no user should be able to modify a character, but instead use them. Users should be able to only use the provided character information as a way to make even more informed predictions to their tier lists. We also have a section of the backend made for the

professional players of this amazing community. This way fans of such pro players can find a fast and easy way to find out about their upcoming events and history. Users are also a part of our backend as a way to allow people to create and follow other users and their tier lists.

ERD Diagram of Database
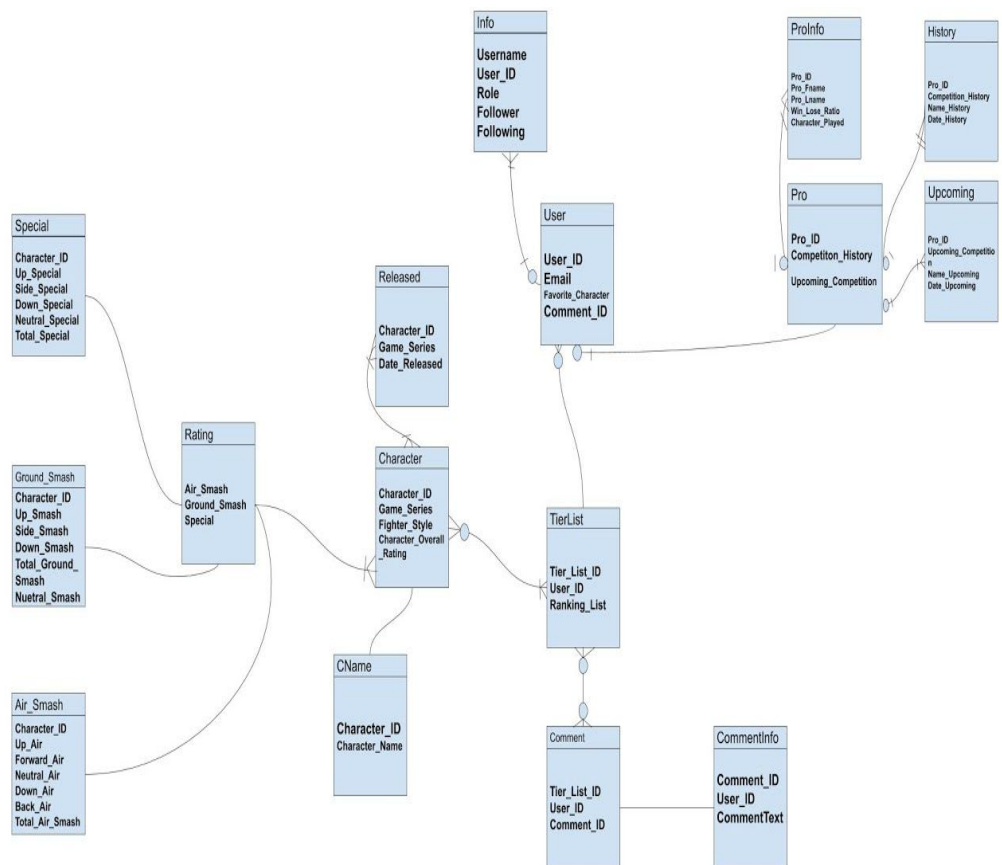
Functional Dependencies

Our relational schema as the project requires us to use is Boyce-Codd Normal Form (BCNF), this means that we are to remove all redundancy based on functional dependency. So by definition our database design will not include any functional dependencies that do not stem from primary key constraints we have made. This in part makes the left side of the functional dependency a super key for the schema, as all functional dependencies in our database are relational.

Implementation

--Main Character table that stores all the basic information about every character in Super Smash Brothers Ultimate

CREATE TABLE Character(

  CharacterID   NUMBER(10) CONSTRAINT Character_CharacterID_NN   NOT NULL ,CONSTRAINT Character_CharacterID_PrimaryKey PRIMARY KEY(CharacterID)

  ,GameSeries   VARCHAR(50) CONSTRAINT Character_GameSeries_NN   NOT NULL

  ,FighterStyle   VARCHAR(20) CONSTRAINT Character_FighterStyle   NOT NULL

);

--Holds the Released dates of every character in Super Smash Bros Ultimate, including the original Game Series the characters came from. Basically the History of each Character

CREATE TABLE Released(

CharacterIDR   NUMBER(10) CONSTRAINT Released_CharacterIDR_NN NOT NULL ,CONSTRAINT Released_CharacterIDR_PrimaryKey PRIMARY KEY(CharacterIDR)

,GameSeriesR   VARCHAR(50) CONSTRAINT Released_GameSeriesR_NN NOT NULL

,DateReleased   VARCHAR(50) CONSTRAINT Released_DateReleased_NN NOT NULL

);

--This table holds the Name of each character, easier to manage because its a seperate table, that way we can pull a name, only when we need it

CREATE TABLE CName(

CharacterIDC   NUMBER(10) CONSTRAINT CName_CharacterIDC_NN NOT NULL ,CONSTRAINT CName_CharacterIDR_PrimaryKey PRIMARY KEY(CharacterIDC)

,CharacterName   VARCHAR(50) CONSTRAINT CName_CharacterName_NN NOT NULL

);

--This table holds the Technique of each Character. Given a Character ID we can return what Fighting Style that character uses and what the range of that character is.

Create Table Technique(

CharacterIDT NUMBER(10) CONSTRAINT RSpecial_CharacterIDT_NN NOT NULL, CONSTRAINT Technique_CharacterIDT_PK Primary Key(CharacterIDT),

FightStyle   VARCHAR(20) CONSTRAINT Technique_FighterStyle_NN NOT NULL,

```
    Range          VARCHAR(15) CONSTRAINT Technique_Range_NN    NOT NULL
);
```

--This is the TierList that the user would make.

```
CREATE TABLE TierList(

  TierListID          NUMBER(10) CONSTRAINT TierList_TierListID_NN     NOT NULL

  ,UserIDTL          NUMBER(10) CONSTRAINT TierList_UserIDTL_NN           NOT
NULL ,CONSTRAINT TierList_UserIDTL_PrimaryKey PRIMARY KEY(UserIDTL)

 );
```

--THIS IS THE COMMENTS THAT PEOPLE COULD POST IN THE REGRADES TO THE TIER LIST

```
CREATE TABLE Comments(

  TierListIDC         NUMBER(10) CONSTRAINT Comment_TierListIDC_NN       NOT
NULL

  ,UserIDC           NUMBER(10) CONSTRAINT Comment__UserIDC_NN           NOT
NULL

  ,CommentID              NUMBER(10) CONSTRAINT Comment_CommentID_NN
NOT NULL ,CONSTRAINT Comment_CommentID_PrimaryKey PRIMARY
KEY(CommentID)

 );
```

--HERE IS WHAT ACTUALLY HOLD THE COMMENT

```
CREATE TABLE CommentInfo(
```

```
   CommentText              VARCHAR(500)  CONSTRAINT
CommentInfo_CommentText_NN           NOT NULL

  ,UserIDCI              NUMBER(10) CONSTRAINT CommentInfo_UserIDCI_NN
NOT NULL

  ,CommentIDCI              NUMBER(10) CONSTRAINT
CommentInfo_CommentIDCI_NN           NOT NULL ,CONSTRAINT
CommentInfo_CommentID_PrimaryKey PRIMARY KEY(CommentIDCI)

 );
```

```
--THIS IS THE WHAT HOLDS INFORMATION ABOUT THE PROFESSIONAL

CREATE TABLE ProInfo(

        ProIDI        NUMBER(10)  CONSTRAINT ProInfo_ProIDI_NN   NOT NULL,
CONSTRAINT ProInfo_ProIDI_PrimaryKey PRIMARY KEY (ProIDI),

        ProFName    VARCHAR(20) CONSTRAINT ProInfo_ProFName_NN NOT NULL,

        ProLName    VARCHAR(20) CONSTRAINT ProInfo_ProLName_NN NOT NULL,

        WinLoseRatio        NUMBER(5),

        CharacterPlayed NUMBER(10)

);
```

```
--BASIC PROFESSIONAL PLAYER PROFILE, QUICK ACCESS TO IMPORTANT
INFORMATION

CREATE TABLE Pro(

        ProID        NUMBER(10) CONSTRAINT Pro_ProID_NN NOT NULL,
CONSTRAINT Pro_ProID_PrimaryKey PRIMARY KEY (ProID),
```

```
        CompetitionHistory  VARCHAR(100),

        UpcomingCompetition VARCHAR(100)

);


--HISTORY OF GIVEN PROFESSIONAL PLAYER(PROIDH)

CREATE TABLE History(

        ProIDH          NUMBER(10) CONSTRAINT History_ProIDH_NN NOT NULL,
CONSTRAINT History_ProIDH_PrimaryKey PRIMARY KEY (ProIDH),

        CompetitionHistoryH VARCHAR(100),

        NameHistory          VARCHAR(100),

        DateHistory          VARCHAR(100)

);


--USERS THAT LOGIN

CREATE TABLE Users(

        UserID  NUMBER(10) CONSTRAINT User_UserID_NN NOT NULL, CONSTRAINT
User_UserID_PrimaryKey PRIMARY KEY (UserID),

        Email   VARCHAR(50),

        FavoriteCharacter VARCHAR(50)

);


--USER INFORMATION, WHAT THEY PLAY, FOLLOWERS, FOLLOWING, ETC..

CREATE TABLE Info(
```

```
    UserIDI   NUMBER(10) CONSTRAINT User_UserIDI_NN NOT NULL, CONSTRAINT
User_UserIDI_PrimaryKey PRIMARY KEY (UserIDI),

    UsernameI VARCHAR(30) CONSTRAINT Info_UsernameI_NN NOT NULL,

    Role        VARCHAR(30),

    Follower  VARCHAR(30),

    Following VARCHAR(30)

);
```

```
--ALL THE ALTER TABLES NEEDED FOR THE FOREIGN KEYS

alter table Character

add constraint Character_CharacterID foreign key (CharacterID) references
CName(CharacterIDC);


alter table Released

add constraint Released_CharacterID foreign key (CharacterIDR) references
Character(CharacterID);


alter table Technique

add constraint Technique_CharacterIDT foreign key (CharacterIDT) references
Character(CharacterID);
```

```sql
alter table TierList

add constraint TierList_UserIDTL foreign key (UserIDTL) references Users(UserID);


alter table CommentInfo

add constraint CommentInfo_UserIDCI foreign key (UserIDCI) references Users(UserID);


alter table CommentInfo

add constraint CommentInfo_CommentIDCI foreign key (CommentIDCI) references
Comments(CommentID);


alter table Comments

add constraint Comment_TierListIDC foreign key (TierListIDC) references
TierList(TierListID);


alter table Comments

add constraint Comment_UserIDC foreign key (UserIDC) references Users(UserID);


alter table CommentInfo

add constraint CommentInfo_UserIDCI foreign key (UserIDCI) references Users(UserID);


alter table CommentInfo

add constraint CommentInfo_CommentIDCI foreign key (CommentIDCI) references
Comments(CommentID);
```

```
alter table ProInfo

add constraint ProInfo_CharacterPlayed foreign key (CharacterPlayed) references
Character(CharacterID);


alter table ProInfo

add constraint ProInfo_ProIDI foreign key (ProIDI) references Pro(ProID);


alter table History

add constraint History_ProIDH foreign key (ProIDH) references Pro(ProID);


alter table Info

add constraint Info_UserIDI foreign key (UserIDI) references Users(UserID);


--THESE ARE ALL THE INSERTS


--THESE ARE ALL THE CHARACTER

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1010,'Super
Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1020,'Donkey
Kong','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1030,'The
Legend of Zelda','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES
(1040,'Metroid','Gunner');
```

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1041,'Metroid','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1050,'Yoshi','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1060,'Kirby','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1070,'Star Fox','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1080,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1090,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1100,'Earthbound','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1110,'F-Zero','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1120,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1130,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1131,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1140,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1150,'Ice Climbers','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1160,'The Legend of Zelda','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1170,'The Legend of Zelda','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1180,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1190,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1200,'Star Fox','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1210,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1211,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1220,'The Legend of Zelda','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1230,'The Legend of Zelda','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1240,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1250,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1251,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1260,'Game and Watch','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1270,'Kirby','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1280,'Kid Icarus','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1281,'Kid Icarus','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1290,'Metroid','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1300,'WarioWare','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1310,'Metal Gear Solid','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1320,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1330,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1340,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1350,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1360,'Donkey Kong','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1370,'Earthbound','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1380,'Sonic the Hedgehog','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1390,'Kirby','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1400,'Pikmen','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1410,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1420,'R.O.B','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1430,'The Legend of Zelda','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1440,'Star Fox','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1450,'Animal Crossing','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1460,'Mega Man','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1470,'Wii Fit','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1480,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1490,'Punch-Out!!','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1500,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1510,'Mii','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1520,'Mii','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1530,'Mii','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1540,'Kid Icarus','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1550,'Pac-Man','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1560,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1570,'Xenoblade Chronicles','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1580,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1590,'Duck Hunt','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1600,'Street Fighter','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1601,'Street Fighter','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1610,'Final Fantasy','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1620,'Fire Emblem','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1630,'Bayonetta','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1640,'Splatoon','Gunner');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1650,'Metroid','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1660,'Castlevania','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1661,'Castlevania','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1670,'Donkey Kong','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1680,'Animal Crossing','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1690,'Pokemon','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1700,'Super Mario','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1710,'Persona','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1720,'Dragon Quest','Swordfighter');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1730,'Banjo-Kazooie','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1740,'Fatal Fury','Brawler');

INSERT INTO Character(CharacterID,GameSeries,FighterStyle) VALUES (1750,'Fire Emblem','Swordfighter');

Select * from Character;

--THESE ARE ALL THE NAMES

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1010,'Mario');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1020,'Donkey Kong');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1030,'Link');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1040,'Samus');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1041,'Dark Samus');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1050,'Yoshi');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1060,'Kirby');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1070,'Fox');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1080,'Pikachu');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1090,'Luigi');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1100,'Ness');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1110,'Captain Falcon');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1120,'Jigglepuff');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1130,'Peach');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1131,'Daisy');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1140,'Bowser');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1150,'Ice Climbers');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1160,'Sheilk');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1170,'Zelda');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1180,'Dr. Mario');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1190,'Pichu');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1200,'Falco');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1210,'Marth');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1211,'Lucina');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1220,'Young Link');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1230,'Ganondorf');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1240,'Mewtwo');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1250,'Roy');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1251,'Chrom');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1260,'Mr. Game and Watch');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1270,'Meta Knight');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1280,'Pit');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1281,'Dark Pit');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1290,'Zero Suit Samus');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1300,'Wario');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1310,'Snake');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1320,'Ike');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1330,'Pokemon Trainer: Squirtle');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1340,'Pokemon Trainer: Ivysaur');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1350,'Pokemon Trainer: Charizard');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1360,'Diddy Kong');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1370,'Lucas');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1380,'Sonic');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1390,'King Dedede');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1400,'Olimar');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1410,'Lucario');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1420,'R.O.B');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1430,'Toon Link');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1440,'Wolf');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1450,'Villager');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1460,'Mega Man');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1470,'Wii Fit Trainer');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1480,'Rosalina and Luma');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1490,'Little Mac');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1500,'Greninja');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1510,'Mii Fighter Brawler');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1520,'Mii Fighter Swordfighter');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1530,'Mii Fighter Gunner');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1540,'Palutina');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1550,'Pac-Man');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1560,'Robin');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1570,'Shulk');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1580,'Bowser Jr.');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1590,'Duck Hunt');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1600,'Ryu');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1601,'Ken');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1610,'Cloud');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1620,'Corrin');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1630,'Bayonetta');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1640,'Inkling');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1650,'Ridley');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1660,'Simon');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1661,'Richter');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1670,'King K. Rool');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1680,'Isabelle');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1690,'Inceneroar');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1700,'Piranha Plant');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1710,'Joker');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1720,'Hero');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1730,'Banjo and Kazooie');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1740,'Terry');

INSERT INTO CName(CharacterIDC,CharacterName) VALUES (1750,'Byleth');

select * from CNAME;

--These are all the released dates for the smash characters

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1010,'Super Mario','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1020,'Donkey Kong','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1030,'The Legend of Zelda','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1040,'Metroid','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1041,'Metroid','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1050,'Yoshi','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1060,'Kirby','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1070,'Star Fox','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1080,'Pokemon','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1090,'Super Mario','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1100,'Earthbound','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1110,'F-Zero','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1120,'Pokemon','1/21/1999');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1130,'Super Mario','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1131,'Super Mario','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1140,'Super Mario','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1150,'Ice Climbers','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1160,'The Legend of Zelda','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1170,'The Legend of Zelda','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1180,'Super Mario','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1190,'Pokemon','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1200,'Star Fox','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1210,'Fire Emblem','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1211,'Fire Emblem','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1220,'The Legend of Zelda','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1230,'The Legend of Zelda','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1240,'Pokemon','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1250,'Fire Emblem','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1251,'Fire Emblem','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1260,'Game and Watch','11/21/2001');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1270,'Kirby','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1280,'Kid Icarus','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1281,'Kid Icarus','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1290,'Metroid','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1300,'WarioWare','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1310,'Metal Gear Solid','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1320,'Fire Emblem','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1330,'Pokemon','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1340,'Pokemon','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1350,'Pokemon','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1360,'Donkey Kong','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1370,'Earthbound','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1380,'Sonic the Hedgehog','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1390,'Kirby','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1400,'Pikmen','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1410,'Pokemon','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1420,'R.O.B','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1430,'The Legend of Zelda','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1440,'Star Fox','1/21/2008');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1450,'Animal Crossing','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1460,'Mega Man','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1470,'Wii Fit','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1480,'Super Mario','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1490,'Punch-Out!!','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1500,'Pokemon','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1510,'Mii','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1520,'Mii','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1530,'Mii','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1540,'Kid Icarus','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1550,'Pac-Man','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1560,'Fire Emblem','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1570,'Xenoblade Chronicles','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1580,'Super Mario','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1590,'Duck Hunt','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1600,'Street Fighter','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1601,'Street Fighter','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1610,'Final Fantasy','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1620,'Fire Emblem','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1630,'Bayonetta','9/13/2014');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1640,'Splatoon','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1650,'Metroid','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1660,'Castlevania','10/7/2018');

```sql
INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1661,'Castlevania','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1670,'Donkey Kong','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1680,'Animal Crossing','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1690,'Pokemon','10/7/2018');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1700,'Super
Mario','2/1/2019');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1710,'Persona','4/17/2019');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1720,'Dragon Quest','7/30/2019');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES
(1730,'Banjo-Kazooie','9/4/2019');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1740,'Fatal
Fury','11/6/2019');

INSERT INTO Released(CharacterIDR,GameSeriesR,DateReleased) VALUES (1750,'Fire
Emblem','1/28/2020');


Select * from Released;


--Here are the users

Select * from Users;

INSERT INTO Users(UserID,Email,FavoriteCharacter) VALUES
(0001,'me@group10.com','King K. Rool');
```

--Here is the login for the user

Select * from Info;

INSERT INTO Info(UserIDI,UsernameI,Role,Follower,Following) VALUES (0001,'me@group10.com','normal user', 'N/A', 'N/A');

--First Tier List Created By user 0001

Select * from TierList;

INSERT INTO TierList(TierListID,UserIDTL) VALUES (0001,0001);

--Adding in the first pro player

SELECT * FROM PRO;

SELECT * FROM PROINFO;

SELECT * FROM HISTORY;

INSERT INTO PRO(PROID,competitionhistory, upcomingcompetition) VALUES (0001, 'N/A', 'N/A');

INSERT INTO PROINFO(PROIDI,PROFNAME, PROLNAME, WinLoseRatio, CHARACTERPLAYED) VALUES (0001, 'Samuel', 'Buzby', 41, 1400);

INSERT INTO HISTORY(PROIDH,COMPETITIONHISTORYH, NAMEHISTORY, DATEHISTORY) VALUES (0001, 'Thunder Smash, 2GGC:CIVIL WAR(SINGLES)', 'AngelOfIcarus48,dT|DaBuz,PL.XFIRE|Dabuz' , '2019-05-05, 2017-03-26');

--This table holds every Ground Smash information of each character, also passes along the total rank of each grond smash for evaluation

```
Create Table GroundSmash(

        CharacterIDGSma  NUMBER(10) CONSTRAINT
GroundSmash_CharacterIDGSma_NN NOT NULL,

        GUpSma        NUMBER(3)  CONSTRAINT GroundSmash_GUpSma_CK
CHECK (GUpSma >= 0 AND GUpSma <= 100),

        GSideSma      NUMBER(3)  CONSTRAINT GroundSmash_GSideSma_CK  CHECK
(GSideSma >= 0 AND GSideSma <= 100),

        GDownSma           NUMBER(3)  CONSTRAINT GroundSmash_GDownSma_CK
CHECK (GDownSma >= 0 AND GDownSma <= 100),

        GNeuSma       NUMBER(3)  CONSTRAINT GroundSmash_GNeuSma_CK   CHECK
(GNeuSma >= 0 AND GNeuSma <= 100),

        CONSTRAINT GroundSmash_CharacterIDGSma_PK Primary
Key(CharacterIDGSma)

);


--This table holds every Air Smash information of each character, also passes along the
total rank of each grond smash for evaluation

Create table AirSmash(

        CharacterIDASma  NUMBER(10) CONSTRAINT AirSmash_CharacterIDASma_NN
NOT NULL,

        AUpSma        NUMBER(3)  CONSTRAINT AirSmash_AUpSma_CK     CHECK
(AUpSma >= 0 AND AUpSma <= 100),

        ASideSma      NUMBER(3)  CONSTRAINT AirSmash_ASideSma_CK  CHECK
(ASideSma >= 0 AND ASideSma <= 100),

        ADownSma           NUMBER(3)  CONSTRAINT AirSmash_ADownSma_CK
CHECK (ADownSma >= 0 AND ADownSma <= 100),
```

```
        ANeuSma     NUMBER(3)  CONSTRAINT AirSmash_ANeuSma_CK   CHECK
(ANeuSma >= 0 AND ANeuSma <= 100),

        CONSTRAINT AirSmash_CharacterIDASma_PK Primary Key(CharacterIDASma)
);
```

-- This table holds the Special moves for each character. Along side just the basic information of each Special, this table holds our preset Rank based on what patch we are currently in. In the front end this information would

-- be incorperated with a video that would actually show the move

```
Create Table Special(

        CharacterIDSpe      NUMBER(10) CONSTRAINT Special_CharacterIDSpe_NN
NOT NULL, CONSTRAINT Special_CharacterIDSpe_PK Primary Key(CharacterIDSpe),

        UpSpe         NUMBER(3)  CONSTRAINT Special_UpSpe_CK   CHECK (UpSpe >= 0
AND UpSpe <= 100),

        SideSpe       NUMBER(3)  CONSTRAINT Special_SideSpe_CK  CHECK (SideSpe
>= 0 AND SideSpe <= 100),

        DownSpe      NUMBER(3)  CONSTRAINT Special_DownSpe_CK  CHECK
(DownSpe >= 0 AND DownSpe <= 100),

        NeuSpe       NUMBER(3)  CONSTRAINT Special_NeuSpe_CK   CHECK (NeuSpe
>= 0 AND NeuSpe <= 100)
);



Create Table Rating(

        CharacterIDRate Number(10) CONSTRAINT Rating_CharacterIDRate_NN NOT
NULL,
```

```
        AirSmash        Number(5),

        GroundSmash         Number(5),

        TotalSpecial  Number(5),

        CONSTRAINT Smash_CharacterIDSma_PK Primary Key(CharacterIDRate)
);
```

alter table Rating

add constraint Special_CharacterIDRate foreign key (CharacterIDRate) references Character(CharacterID);

alter table Special

add constraint Special_CharacterIDSpe foreign key (CharacterIDSpe) references Character(CharacterID);

alter table GroundSmash

add constraint GroundSmash_CharacterIDGSma foreign key (CharacterIDGSma) references Character(CharacterID);

alter table AirSmash

add constraint AirSmash_CharacterIDASma foreign key (CharacterIDASma) references Character(CharacterID);

--Triggers

--this created a trigger when the rating of each AirSmash is updated or created

--the result goes to the Smash table where it hold the total AirSmash Value

create or replace Trigger Total_Air_Smash

After Insert or Update On AirSmash

For Each Row

Begin

      Update Rating Set AirSmash = (:new.AUpSma + :new.ASideSma + :new.ADownSma +:new.ANeuSma) / 4

      Where CharacterIDRate = :new.CharacterIDASma;

End;

--this created a trigger when the rating of each GroundSmash is updated or created

--the result goes to the Smash table where it hold the total GroundSmash Value

create or replace Trigger Total_Ground_Smash

After Insert or Update On GroundSmash

For Each Row

Begin

      Update Rating Set GroundSmash = (:new.GUpSma + :new.GSideSma + :new.GDownSma +:new.GNeuSma) / 4

      Where CharacterIDRate = :new.CharacterIDGSma;

End;

--this created a trigger when the rating of each Special is updated or created

```
--the result goes to the Smash table where it hold the total Special Value

create or replace Trigger Special_Total

After Insert or Update On Special

For Each Row

Begin

        Update Rating Set TotalSpecial = (:new.UpSpe+ :new.SideSpe + :new.DownSpe
+:new.NeuSpe) / 4

        Where CharacterIDRate = :new.CharacterIDSpe;

End;


--insert for the characterIDs for AirSmash

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

        VALUES (1010,12,23,45,76);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

        VALUES (1020,23,45,65,78);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

        VALUES (1030,67,54,23,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

        VALUES (1040,23,54,67,78);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

        VALUES (1041,89,76,67,45);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

        VALUES (1050,45,56,76,78);
```

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1060,56,67,8,67);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1070,67,7,0,0);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1080,67,87,56,45);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1090,45,67,87,85);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1100,34,23,12,43);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1110,13,12,23,0);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1120,67,67,0,56);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1130,45,56,67,87);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1131,1,23,56,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1140,1,23,1,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1150,45,65,76,21);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1160,34,99,56,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1170,34,54,65,21);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1180,34,67,56,45);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1190,34,56,64,23);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1200,99,78,67,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1210,34,56,22,1);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1211,2,73,54,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1220,34,56,76,87);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1230,87,76,56,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1240,87,98,34,2);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1250,87,67,45,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1251,1,23,34,65);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1260,65,23,56,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1270,45,65,87,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1280,34,56,45,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1281,34,34,34,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1290,65,34,34,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1300,1,34,45,65);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1310,2,12,45,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1320,34,45,65,76);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1330,12,56,45,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1340,23,34,54,65);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1350,34,65,45,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1360,34,65,23,54);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1370,1,23,1,1);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1380,34,56,76,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1390,87,76,65,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1400,34,45,56,76);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1410,45,78,45,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1420,23,34,56,23);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1430,1,23,56,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1440,1,23,54,76);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1450,56,66,87,97);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1460,56,76,87,97);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1470,23,45,65,76);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1480,54,34,65,43);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1490,56,76,87,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1500,23,76,56,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1510,34,56,87,98);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1520,54,45,45,78);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1530,65,45,65,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1540,34,45,65,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1550,2,34,45,3);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1560,65,45,45,65);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1570,65,76,45,2);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

    VALUES (1580,34,65,54,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1590,34,45,34,54);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1600,65,45,34,65);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1601,78,98,34,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1610,99,87,65,54);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1620,34,54,65,70);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1630,40,50,60,70);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1640,50,60,87,20);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1650,45,54,30,20);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1660,54,65,76,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1661,43,50,40,30);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1670,40,50,40,30);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1680,50,30,40,40);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1690,40,30,40,50);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1700,45,56,45,43);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1710,45,34,23,2);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1720,23,34,65,45);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1730,34,45,65,23);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1740,34,34,54,34);

INSERT INTO AirSmash(CharacterIDASma, AUpSma, ASideSma, ADownSma, ANeuSma)

VALUES (1750,34,65,76,45);

--insert for the characterIDs for GroundSmash

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1010,2,15,25,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1020,32,90,12,33);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1030,12,42,34,55);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1040,56,66,12,32);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1041,3,54,40,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1050,89,33,67,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1060,23,34,54,76);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1070,3,6,3,2);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1080,32,3,2,56);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1090,78,23,34,76);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1100,23,54,32,75);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1110,1,34,23,62);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1120,26,43,65,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1130,7,56,68,90);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1131,67,23,45,100);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1140,32,50,30,20);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1150,32,54,23,45);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1160,45,23,54,64);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1170,65,54,34,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1180,23,34,45,32);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1190,45,34,45,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1200,54,34,23,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1210,34,55,22,56);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1211,23,34,54,33);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1220,76,54,43,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1230,45,65,67,45);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1240,44,34,43,65);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1250,32,54,34,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1251,34,43,54,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1260,2,34,40,20);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1270,43,23,23,34);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1280,54,23,3,2);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1281,23,43,23,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1290,65,34,23,3);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1300,34,66,52,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

     Values (1310,23,30,53,20);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1320,43,45,43,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1330,12,15,23,56);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1340,23,53,43,12);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1350,12,43,53,21);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1360,32,53,42,12);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1370,64,76,54,32);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1380,54,32,35,64);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1390,67,54,23,78);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1400,23,34,45,86);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1410,10,20,30,50);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1420,32,30,62,30);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1430,67,45,34,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1440,76,65,54,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1450,54,34,65,67);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1460,3,45,67,87);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1470,54,34,65,65);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1480,23,54,34,34);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

```
        Values (1490,45,34,54,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1500,34,12,23,43);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1510,34,54,23,56);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1520,34,23,45,55);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1530,76,65,56,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1540,45,26,36,65);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1550,7,54,34,65);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1560,34,45,76,77);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma,
GNeuSma)

        Values (1570,76,65,34,54);
```

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1580,7,65,6,4);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1590,56,54,34,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1600,44,44,44,44);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1601,64,53,43,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1610,34,53,34,34);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1620,78,55,55,23);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1630,65,98,23,34);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1640,40,65,6,54);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1650,45,75,45,75);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1660,63,34,5,45);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1661,34,64,54,65);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1670,67,53,65,34);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1680,45,64,43,66);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1690,54,74,75,45);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1700,23,24,64,4);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1710,34,6,4,6);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1720,64,64,34,53);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1730,44,33,66,44);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1740,64,43,53,45);

Insert Into GroundSmash(CharacterIDGSma, GUpSma, GSideSma, GDownSma, GNeuSma)

Values (1750,34,64,56,34);

--insert for all the specials

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1010,15,60,1,80);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1020,50,80,90,55);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1030,76,87,37,45);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1040,43,80,40,60);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1041,70,36,80,90);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1050,34,26,45,76);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1060,65,32,25,25);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1070,54,57,76,26);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1080,46,65,34,65);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1090,56,67,87,57);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1100,23,1,53,45);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1110,66,44,3,45);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1120,77,33,35,76);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1130,64,3,3,56);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1131,65,43,65,53);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1140,54,54,64,43);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1150,3,3,54,99);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1160,65,65,34,54);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1170,2,45,45,76);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1180,87,36,34,66);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1190,12,32,27,29);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1200,97,73,27,76);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1210,26,54,23,54);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1211,35,87,36,76);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1220,64,46,36,46);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1230,26,65,87,36);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1240,26,64,1,64);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1250,37,8,26,57);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1251,37,74,73,37);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1260,98,26,76,57);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1270,37,73,63,56);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1280,26,62,18,68);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1281,26,56,97,38);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1290,65,65,25,35);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1300,1,53,54,65);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1310,26,96,65,65);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1320,32,41,57,87);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1330,18,97,46,46);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1340,17,26,74,63);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1350,25,65,5,46);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1360,25,65,54,42);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1370,70,32,26,25);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1380,90,80,50,40);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1390,40,30,40,90);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1400,40,70,34,30);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1410,40,60,20,60);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1420,46,36,30,60);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1430,49,25,36,36);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1440,90,60,36,79);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1450,20,20,30,36);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1460,60,30,20,03);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1470,30,40,60,66);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1480,70,70,3,22);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1490,60,30,10,30);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1500,26,36,30,50);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1510,26,62,23,39);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1520,45,35,38,20);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1530,40,49,37,35);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1540,59,60,69,38);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1550,39,29,25,20);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1560,2,58,59,59);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1570,2,29,46,46);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1580,75,46,25,64);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1590,64,35,35,36);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1600,28,26,27,83);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1601,28,94,37,37);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1610,44,26,37,37);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1620,35,26,15,2);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1630,50,50,15,96);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1640,51,84,37,37);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1650,27,65,63,37);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1660,26,64,52,86);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1661,36,36,64,34);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1670,64,25,57,64);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

VALUES (1680,65,25,25,25);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

```
        VALUES (1690,52,24,46,64);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

        VALUES (1700,46,24,65,76);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

        VALUES (1710,52,53,42,62);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

        VALUES (1720,46,65,64,25);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

        VALUES (1730,64,32,63,28);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

        VALUES (1740,65,53,76,46);

INSERT INTO Special(CharacterIDSpe,UpSpe, DownSpe, SideSpe, NeuSpe)

        VALUES (1750,52,52,34,54);




SELECT * FROM RATING;


--PRO PLAYER, HIS INFORMATION, AND THE CHARACTER HE PLAYS. CONNECTING
PRO,PROINFO, AND CNAME

SELECT

L.PROID AS "ID",

C.PROFNAME || ' ' || C.PROLNAME AS "Name",
```

```
C.WinLoseRatio AS "Win/Loss Percent",

D.CharacterName AS "CHARACTER"


FROM

PRO L

JOIN PROINFO C

 ON L.PROID  = C.PROIDI

JOIN CNAME D

        ON D.CharacterIDC = C.CHARACTERPLAYED;


--PRO PLAYER AND WHAT COMPETITIONS HES GONE TO. CONNECTING PRO,
PROINFO, AND HISTORY

SELECT * FROM HISTORY;


SELECT

L.PROID AS "ID",

D.PROFNAME || ' ' || D.PROLNAME AS "Name",

C.COMPETITIONHISTORYH AS "HISTORY",

C.DATEHISTORY AS "DATES"


FROM

PRO L

JOIN HISTORY C
```

```
 ON L.PROID  = C.PROIDH

JOIN PROINFO D

 ON L.PROID  = D.PROIDI;


--UPDATING WIN/LOSS RATIO PERCENTAGE

SELECT * FROM PROINFO;

update PROINFO

set WINLOSERATIO = '41'

where PROIDI =  0001;


SELECT * FROM PROINFO;


--DELETING A TIERLIST GIVEN ID AND USER

Select * from TierList;


DELETE

FROM

        TierList

WHERE

        USERIDTL = 0001 AND

        TIERLISTID = 0002;
```

--SHOWING ALL CHARACTERS, WHERE THEY ARE FROM, FIGHERSTYLE, AND CHARACTER NAME

select CName.characteridc, Cname.charactername , character.gameseries, character.fighterstyle from cname join

character on cname.characteridc = character.characterid;

--SHOWING WHEN CHARACTERS WERE RELEASED AND THEIR ORIGIN

select CName.characteridc, Cname.charactername , released.gameseriesR, released.datereleased from cname join

released on cname.characteridc = released.characteridr;

--SORTING CHARACTER BY FIGHTING STYLE

select CName.characteridc, Cname.charactername , character.gameseries, character.fighterstyle from cname join

character on cname.characteridc = character.characterid where character.fighterstyle = 'Brawler';

select CName.characteridc, Cname.charactername , character.gameseries, character.fighterstyle from cname join

character on cname.characteridc = character.characterid where character.fighterstyle = 'Swordfighter';

select CName.characteridc, Cname.charactername , character.gameseries, character.fighterstyle   from cname join

character on cname.characteridc = character.characterid where character.fighterstyle = 'Gunner';

```
SELECT

        CName.characteridc,

        Cname.charactername,

        character.gameseries,

        character.fighterstyle

FROM

        cname join character on cname.characteridc = character.characterid

GROUP BY

        character.fighterstyle

HAVING

        character.fighterstyle  == 'Gunner';


--UPDATING THE USERS FAVORITE CHARACTER

update users

set favoritecharacter = 'Luigi'

where userid =  0001;


--VIEWING USER(S) AND THEIR BASIC PROFILES

SELECT * FROM USERS;

SELECT

L.USERID AS "ID",

C.USERNAMEI AS "Name",
```

```
C.ROLE AS "ROLE",

C.FOLLOWER AS "FOLLOWERS",

C.FOLLOWING AS "FOLLOWING",

L.FAVORITECHARACTER AS "MAIN"

FROM

USERS L

JOIN INFO C

 ON L.USERID  = C.USERIDI;



--FINDING AND COUNTING HOW MANY OF EACH FIGHTING STYLE

select FighterStyle, count(CharacterID)

from character

group by FighterStyle;




Select C.CharacterID, r.TotalSpecial

From Character C

Join Rating R

ON R.CharacterIDRate = C.CharacterID

And R.TotalSpecial > 10

Order by C.CharacterID;


Select C.CharacterID, r.groundsmash
```

```
From Character C

Join Rating R

ON R.CharacterIDRate = C.CharacterID

And R.groundsmash > 10

Order by C.CharacterID;



Select C.CharacterID, r.AirSmash

From Character C

Join Rating R

ON R.CharacterIDRate = C.CharacterID

And R.AirSmash > 10

Order by C.CharacterID;
```