

CSC 667 - Term Project

Milestone Three

Team Members

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GitHub Repository Link

<https://github.com/sfsu-csc-667-spring-2021-roberts/term-project-team-ijrv>

Application Link

<https://project667.herokuapp.com/>

Application Link (w/ Test Route)

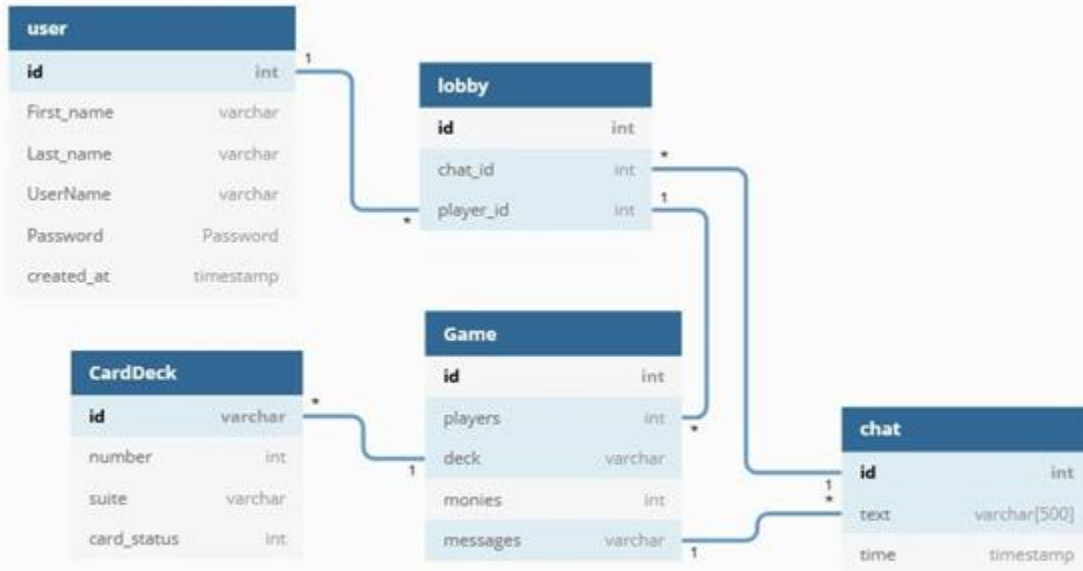
<https://project667.herokuapp.com/test/>

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Entity Diagrams

Overview



This is an overview of our entity diagrams that shows the information of each table as well as the relationships between them.


User Table

Holds all necessary information that would be required for a user to login and play.

user 	
id	int
First_name	varchar
Last_name	varchar
UserName	varchar
Password	Password
created_at	timestamp

Lobby (Join table)

Contains the chat_id and player_id as each player is different and needs to be identified.

lobby 	
id	int
chat_id	int
player_id	int


Game Table

Contains all information that would be needed to be used inside of an active game including player IDs, what deck that game is playing with, messaging and monies.

Game	
id	int
players	int
deck	varchar
monies	int
messages	varchar

Card Deck

Contains the id, number, suite, and card_status to identify which card is being played and which has already been used.

CardDeck 	
id	varchar
number	int
suite	varchar
card_status	int

Chat

Contains the chats the players are having with a timestamp to show what time they were communicating

chat	
id	int
text	varchar[500]
time	timestamp

SQL Queries

```
CREATE TABLE "user" (  
  "id" SERIAL PRIMARY KEY,  
  "First_name" varchar,  
  "Last_name" varchar,  
  "UserName" varchar UNIQUE,  
  "Password" Password,  
  "created_at" timestamp  
);
```

```
CREATE TABLE "lobby" (  
  "id" SERIAL PRIMARY KEY,  
  "chat_id" int,  
  "player_id" int  
);
```

```
CREATE TABLE "Game" (  
  "id" SERIAL PRIMARY KEY,  
  "players" int,  
  "deck" varchar,  
  "monies" int,  
  "messages" varchar  
);
```

```
CREATE TABLE "CardDeck" (  
  "id" varchar UNIQUE PRIMARY KEY,  
  "number" int,  
  "suite" varchar,  
  "card_status" int  
);
```

```
CREATE TABLE "chat" (  
  "id" int PRIMARY KEY,  
  "text" varchar[500],  
  "time" timestamp  
);
```

```
ALTER TABLE "lobby" ADD FOREIGN KEY ("chat_id") REFERENCES "chat" ("id");
```

```
ALTER TABLE "lobby" ADD FOREIGN KEY ("player_id") REFERENCES "user" ("id");
```

```
ALTER TABLE "Game" ADD FOREIGN KEY ("players") REFERENCES "lobby" ("player_id");
```

```
ALTER TABLE "CardDeck" ADD FOREIGN KEY ("id") REFERENCES "Game" ("deck");
```

```
ALTER TABLE "chat" ADD FOREIGN KEY ("text") REFERENCES "Game" ("messages");
```