

Tables (15)

Name	Type	Schema
Ability		CREATE TABLE "Ability" ("abId" INTEGER NOT NULL, "abName" TEXT NOT NULL, "abDesc" TEXT NOT NULL, "abDetails" TEXT NOT NULL, PRIMARY KEY("abId"))
abId	INTEGER	"abId" INTEGER NOT NULL
abName	TEXT	"abName" TEXT NOT NULL
abDesc	TEXT	"abDesc" TEXT NOT NULL
abDetails	TEXT	"abDetails" TEXT NOT NULL
Attack		CREATE TABLE "Attack" ("atkId" INTEGER NOT NULL, "atkName" TEXT NOT NULL, PRIMARY KEY("atkId"))
atkId	INTEGER	"atkId" INTEGER NOT NULL
atkName	TEXT	"atkName" TEXT NOT NULL
AttackForm		CREATE TABLE "AttackForm" ("atkFormId" INTEGER NOT NULL, "atkCategory" TEXT, "atkDesc" TEXT, "atkEffect" TEXT, "bp" INTEGER NOT NULL, "acc" INTEGER NOT NULL, "pp" INTEGER NOT NULL, "effPercent" INTEGER, "critRate" TEXT, "target" INTEGER, "maxMove" TEXT, "maxPower" INTEGER, "priority" INTEGER, "breaksProtect" INTEGER, "contacting" INTEGER, "soundMove" INTEGER, "bitingMove" INTEGER, "punchMove" INTEGER, "copyable" INTEGER, "thaws" INTEGER, "reflectable" BLOB, "gravityAffected" INTEGER, "snatchable" INTEGER, "typeId" INTEGER NOT NULL, "atkId" INTEGER NOT NULL, FOREIGN KEY("atkId") REFERENCES "Attack"("atkId"), FOREIGN KEY("typeId") REFERENCES "Type"("typeId"), PRIMARY KEY("atkFormId"))
atkFormId	INTEGER	"atkFormId" INTEGER NOT NULL
atkCategory	TEXT	"atkCategory" TEXT
atkDesc	TEXT	"atkDesc" TEXT
atkEffect	TEXT	"atkEffect" TEXT
bp	INTEGER	"bp" INTEGER NOT NULL
acc	INTEGER	"acc" INTEGER NOT NULL
pp	INTEGER	"pp" INTEGER NOT NULL
effPercent	INTEGER	"effPercent" INTEGER
critRate	TEXT	"critRate" TEXT
target	INTEGER	"target" INTEGER
maxMove	TEXT	"maxMove" TEXT
maxPower	INTEGER	"maxPower" INTEGER
priority	INTEGER	"priority" INTEGER
breaksProtect	INTEGER	"breaksProtect" INTEGER
contacting	INTEGER	"contacting" INTEGER
soundMove	INTEGER	"soundMove" INTEGER
bitingMove	INTEGER	"bitingMove" INTEGER
punchMove	INTEGER	"punchMove" INTEGER
copyable	INTEGER	"copyable" INTEGER
thaws	INTEGER	"thaws" INTEGER
reflectable	BLOB	"reflectable" BLOB
gravityAffected	INTEGER	"gravityAffected" INTEGER
snatchable	INTEGER	"snatchable" INTEGER
typeId	INTEGER	"typeId" INTEGER NOT NULL

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atkId	INTEGER	"atkId" INTEGER NOT NULL
AttacksInDex		CREATE TABLE "AttacksInDex" ("genId" INTEGER NOT NULL, "atkFormId" INTEGER NOT NULL, PRIMARY KEY("genId","atkFormId"), FOREIGN KEY("genId") REFERENCES "Pokedex"("genId"), FOREIGN KEY("atkFormId") REFERENCES "AttackForm"("atkFormId"))
genId	INTEGER	"genId" INTEGER NOT NULL
atkFormId	INTEGER	"atkFormId" INTEGER NOT NULL
Item		CREATE TABLE "Item" ("itemId" INTEGER NOT NULL, "itemName" TEXT NOT NULL, "itemEffect" TEXT, "itemIcon" TEXT, PRIMARY KEY("itemId"))
itemId	INTEGER	"itemId" INTEGER NOT NULL
itemName	TEXT	"itemName" TEXT NOT NULL
itemEffect	TEXT	"itemEffect" TEXT
itemIcon	TEXT	"itemIcon" TEXT
ItemsInDex		CREATE TABLE "ItemsInDex" ("genId" INTEGER NOT NULL, "itemId" INTEGER NOT NULL, PRIMARY KEY("genId","itemId"), FOREIGN KEY("genId") REFERENCES "Pokedex"("genId"), FOREIGN KEY("itemId") REFERENCES "Item"("itemId"))
genId	INTEGER	"genId" INTEGER NOT NULL
itemId	INTEGER	"itemId" INTEGER NOT NULL
PokeMovesByGen		CREATE TABLE "PokeMovesByGen" ("genId" INTEGER NOT NULL, "pokeFormId" INTEGER NOT NULL, "atkFormId" INTEGER NOT NULL, FOREIGN KEY("atkFormId") REFERENCES "AttackForm"("atkFormId"), FOREIGN KEY("genId") REFERENCES "Pokedex"("genId"), FOREIGN KEY("pokeFormId") REFERENCES "PokemonForm"("pokeFormId"), PRIMARY KEY("genId","pokeFormId","atkFormId"))
genId	INTEGER	"genId" INTEGER NOT NULL
pokeFormId	INTEGER	"pokeFormId" INTEGER NOT NULL
atkFormId	INTEGER	"atkFormId" INTEGER NOT NULL
Pokedex		CREATE TABLE "Pokedex" ("genId" INTEGER NOT NULL, "genDescription" TEXT NOT NULL, PRIMARY KEY("genId"))
genId	INTEGER	"genId" INTEGER NOT NULL
genDescription	TEXT	"genDescription" TEXT NOT NULL
Pokemon		CREATE TABLE "Pokemon" ("pokeId" INTEGER NOT NULL, "nat_id" INTEGER NOT NULL, "name" TEXT NOT NULL, PRIMARY KEY("pokeId"))
pokeId	INTEGER	"pokeId" INTEGER NOT NULL
nat_id	INTEGER	"nat_id" INTEGER NOT NULL
name	TEXT	"name" TEXT NOT NULL
PokemonForm		CREATE TABLE "PokemonForm" ("pokeFormId" INTEGER NOT NULL, "formName" TEXT DEFAULT 'Base', "gender" INTEGER DEFAULT 0, "sprite" TEXT, "icon" TEXT, "shinySprite" TEXT, "height" TEXT, "weight" TEXT, "baseHp" INTEGER, "baseAtk" INTEGER, "baseDef" INTEGER, "baseSpatk" INTEGER, "baseSpdef" INTEGER, "baseSpeed" INTEGER, "can_dmax" INTEGER, "has_gmax" INTEGER, "legendary" INTEGER, "sub_legend" INTEGER, "mythic" INTEGER, "type1" INTEGER NOT NULL, "type2" INTEGER, "ability1" INTEGER NOT NULL, "ability2" INTEGER, "abilityH" INTEGER, "pokeId" INTEGER NOT NULL, FOREIGN KEY("type2") REFERENCES "Type"("typeId"), FOREIGN KEY("ability1") REFERENCES "Ability"("abId"), FOREIGN KEY("type1") REFERENCES "Type"("typeId"), FOREIGN KEY("ability2") REFERENCES "Ability"("abId"), FOREIGN KEY("abilityH") REFERENCES "Ability"("abId"), FOREIGN KEY("pokeId") REFERENCES "Pokemon"("pokeId"), PRIMARY

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		KEY ("pokeFormId" AUTOINCREMENT))
pokeFormId	INTEGER	"pokeFormId" INTEGER NOT NULL
formName	TEXT	"formName" TEXT DEFAULT 'Base'
gender	INTEGER	"gender" INTEGER DEFAULT 0
sprite	TEXT	"sprite" TEXT
icon	TEXT	"icon" TEXT
shinySprite	TEXT	"shinySprite" TEXT
height	TEXT	"height" TEXT
weight	TEXT	"weight" TEXT
baseHp	INTEGER	"baseHp" INTEGER
baseAtk	INTEGER	"baseAtk" INTEGER
baseDef	INTEGER	"baseDef" INTEGER
baseSpatk	INTEGER	"baseSpatk" INTEGER
baseSpdef	INTEGER	"baseSpdef" INTEGER
baseSpeed	INTEGER	"baseSpeed" INTEGER
can_dmax	INTEGER	"can_dmax" INTEGER
has_gmax	INTEGER	"has_gmax" INTEGER
legendary	INTEGER	"legendary" INTEGER
sub_legend	INTEGER	"sub_legend" INTEGER
mythic	INTEGER	"mythic" INTEGER
type1	INTEGER	"type1" INTEGER NOT NULL
type2	INTEGER	"type2" INTEGER
ability1	INTEGER	"ability1" INTEGER NOT NULL
ability2	INTEGER	"ability2" INTEGER
abilityH	INTEGER	"abilityH" INTEGER
pokeId	INTEGER	"pokeId" INTEGER NOT NULL
PokemonInDex		CREATE TABLE "PokemonInDex" ("genId" INTEGER NOT NULL, "pokeFormId" INTEGER NOT NULL, FOREIGN KEY("pokeFormId") REFERENCES "PokemonForm"("pokeFormId"), FOREIGN KEY("genId") REFERENCES "Pokedex"("genId"), PRIMARY KEY("genId", "pokeFormId"))
genId	INTEGER	"genId" INTEGER NOT NULL
pokeFormId	INTEGER	"pokeFormId" INTEGER NOT NULL
Team		CREATE TABLE "Team" ("teamId" INTEGER NOT NULL, "teamName" TEXT, "targetGen" INTEGER, FOREIGN KEY("targetGen") REFERENCES "Pokedex"("genId"), PRIMARY KEY("teamId" AUTOINCREMENT))
teamId	INTEGER	"teamId" INTEGER NOT NULL
teamName	TEXT	"teamName" TEXT
targetGen	INTEGER	"targetGen" INTEGER
TeamPokemon		CREATE TABLE "TeamPokemon" ("teamPokeId" INTEGER NOT NULL, "level" INTEGER NOT NULL DEFAULT 50, "gender" INTEGER, "shiny" INTEGER NOT NULL DEFAULT 0, "hpiV" INTEGER NOT NULL DEFAULT 0, "atkIV" INTEGER NOT NULL DEFAULT 0, "defiV" INTEGER NOT NULL DEFAULT 0, "spatkIV" REAL NOT NULL DEFAULT 0, "spdefiV" INTEGER NOT NULL DEFAULT 0, "speediV" INTEGER NOT NULL DEFAULT 0, "hpEV" INTEGER NOT NULL DEFAULT 0, "atkEV" INTEGER NOT NULL DEFAULT 0, "defEV" INTEGER NOT NULL DEFAULT 0, "spatkEV" INTEGER NOT NULL DEFAULT 0, "spdefEV" INTEGER NOT NULL DEFAULT 0, "speedEV" INTEGER NOT NULL DEFAULT 0, "nature" INTEGER NOT

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		NULL DEFAULT 0, "pokeForm" INTEGER NOT NULL, "heldItem" INTEGER, "ability" INTEGER NOT NULL, "attack1" INTEGER, "attack2" INTEGER, "attack3" INTEGER, "attack4" INTEGER, "teamId" INTEGER NOT NULL, PRIMARY KEY("teamPokeId" AUTOINCREMENT), FOREIGN KEY("teamId") REFERENCES "Team"("teamId"), FOREIGN KEY("heldItem") REFERENCES "Item"("itemId"), FOREIGN KEY("pokeForm") REFERENCES "PokemonForm"("pokeFormId"), FOREIGN KEY("attack1") REFERENCES "Attack"("atkId"), FOREIGN KEY("attack3") REFERENCES "Attack"("atkId"), FOREIGN KEY("attack2") REFERENCES "Attack"("atkId"), FOREIGN KEY("attack4") REFERENCES "Attack"("atkId"), FOREIGN KEY("ability") REFERENCES "Ability"("abId"))
teamPokeId	INTEGER	"teamPokeId" INTEGER NOT NULL
level	INTEGER	"level" INTEGER NOT NULL DEFAULT 50
gender	INTEGER	"gender" INTEGER
shiny	INTEGER	"shiny" INTEGER NOT NULL DEFAULT 0
hpIV	INTEGER	"hpIV" INTEGER NOT NULL DEFAULT 0
atkIV	INTEGER	"atkIV" INTEGER NOT NULL DEFAULT 0
defIV	INTEGER	"defIV" INTEGER NOT NULL DEFAULT 0
spatkIV	REAL	"spatkIV" REAL NOT NULL DEFAULT 0
spdefIV	INTEGER	"spdefIV" INTEGER NOT NULL DEFAULT 0
speedIV	INTEGER	"speedIV" INTEGER NOT NULL DEFAULT 0
hpEV	INTEGER	"hpEV" INTEGER NOT NULL DEFAULT 0
atkEV	INTEGER	"atkEV" INTEGER NOT NULL DEFAULT 0
defEV	INTEGER	"defEV" INTEGER NOT NULL DEFAULT 0
spatkEV	INTEGER	"spatkEV" INTEGER NOT NULL DEFAULT 0
spdefEV	INTEGER	"spdefEV" INTEGER NOT NULL DEFAULT 0
speedEV	INTEGER	"speedEV" INTEGER NOT NULL DEFAULT 0
nature	INTEGER	"nature" INTEGER NOT NULL DEFAULT 0
pokeForm	INTEGER	"pokeForm" INTEGER NOT NULL
heldItem	INTEGER	"heldItem" INTEGER
ability	INTEGER	"ability" INTEGER NOT NULL
attack1	INTEGER	"attack1" INTEGER
attack2	INTEGER	"attack2" INTEGER
attack3	INTEGER	"attack3" INTEGER
attack4	INTEGER	"attack4" INTEGER
teamId	INTEGER	"teamId" INTEGER NOT NULL
Type		CREATE TABLE "Type" ("typeId" INTEGER NOT NULL, "typeName" INTEGER NOT NULL, PRIMARY KEY("typeId"))
typeId	INTEGER	"typeId" INTEGER NOT NULL
typeName	INTEGER	"typeName" INTEGER NOT NULL
sqlite_sequence		CREATE TABLE sqlite_sequence(name,seq)
name		"name"
seq		"seq"

Indices (0)

Name	Type	Schema
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Views (0)

Name	Type	Schema
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Triggers (0)

Name	Type	Schema
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