Sqlite Database Schema for the Civ 6 city settlement data

game
- * gameId
- date
- difficulty
- mapType
- mapSize
- gameSpeed
- startEra
- ruleSet

gameCity
- gameId
- cityId

gameCityLeaderSettledView
- gameId gc.gameId
- cityId gc.cityId
- cityName cs.name
- leaderName l.name
- leaderId l.leaderId
- leaderCiv l.civ
- isMajorLeader l.isMajor
- isHumanLeader gl.isHuman
- onTurn cs.onTurn

gameLeader
- gameId
- leaderId
- isHuman

cityPlotsSettled
- * plotId
- ownerCityId
- ring
- terrain
- feature
- resource
- resourceCount
- resourceType
- workers
- district
- hasRiver
- isWater
- isLake
- isCity

citySettled
- * cityId
- name
- settledBy
- onTurn

leader
- * leaderId
- name
- civ
- isMajor

cityPerTurnLog
- cityId
- turn
- ownerId
- foodPerTurn
- foodToolTip
- productionPerTurn
- productionToolTip
- goldPerTurn
- goldToolTip
- sciencePerTurn
- scienceToolTip
- culturePerTurn
- cultureToolTip
- faithPerTurn
- faithToolTip
- population
- housing
- amenities
- amenitiesNeeded
- happiness

cityPerTurnView
- cityId cptl.cityId
- cityName cs.name
- ownerName l.name
- ownerCiv l.civ
- turn cptl.turn
- foodPerTurn cptl.foodPerTurn
- foodToolTip cptl.foodToolTip
- productionPerTurn cptl.productionPerTurn
- productionToolTip cptl.productionToolTip
- goldPerTurn cptl.goldPerTurn
- goldToolTip cptl.goldToolTip
- sciencePerTurn cptl.sciencePerTurn
- scienceToolTip cptl.scienceToolTip
- culturePerTurn cptl.culturePerTurn
- cultureToolTip cptl.cultureToolTip
- faithPerTurn cptl.faithPerTurn
- faithToolTip cptl.faithToolTip
- population cptl.population
- housing cptl.housing
- amenities cptl.amenities
- amenitiesNeeded cptl.amenitiesNeeded
- happiness cptl.happiness