Tabela Element  
Number(4) id (primary key, incremental)  
Varchar(16) name (not null)  
@List number(4) resistance

Tabela Attack  
Number(16) id (primary key, incremental)  
Varchar(32) name  
Varchar(256) description  
Number(4) damage  
Nunber(4) element\_id (Element.id)

Tabela Card  
Number(16) id (primary key, incremental)  
Varchar(32) name  
Varchar(256) description  
Number(4) element\_id (Element.id)  
@List Number(16) attack\_ids (Attack.id)  
Number(4) health

Tabela Deck  
Number(16) id (primary key, incremental)  
Varchar(32) name  
@List Number(16) cards (Card.id)

Tabela Player  
Varchar(32) name (primary key)  
Varchar(32) password  
@List Number(16) cards (Card.id)  
@List Number(16) decks (Deck.id)  
Number(32) gamecount  
Number(32) wincount  
Number(16) rating

//Tą śmieszną tabelkę czyściłoby się co restart serwera bo by zamulała aż miło  
Tabela CardObject  
Number(128) id (primary key, incremental)  
Number(16) card\_id (Card.id)  
Number(4) acutalhealth (begin equal Card.health)  
Number(4) actualmaxhp (begin equal Card.health)  
Number(4) attackboost (begin equal 0)  
@List Number(2) energy\_count

Tabela Order  
Number(16) id (primary key, incremental)  
Varchar(128) order

Tabela Table  
Number(64) id (primary key, incremental)  
@List Varchar(32) players (Player.id)  
@List Number(16) player1hand (CardObject.id)  
@List Number(16) player1deck (CardObject.id)  
@List Number(16) player2hand (CardObject.id)  
@List Number(16) player2deck (CardObject.id)  
Number(16) player1played (CardObject.id)  
Number(16) player2played (CardObject.id)  
@List Number(16) player1\_acutal\_orders (order.id)  
@List Number(16) player2\_actual\_orders (order.id)

oo-oo

**Player**

**\*(pk)Varchar(32) name  
\*Varchar(32) password  
\*@List Number(16) decks  
\*@List Number(16) cards  
\*Number(32) gamecount  
\*Number(32) wincount  
\*Number(16) rating**

oo-oo

**Deck**

**\*(pk) Number(16) id  
\*Varchar(32) name  
\*@List Number(16) cards**

**Card**

**\*(pk)Number(16) id  
\*Varchar(32) name  
\*Varchar(256) description  
\*Number(4) element\_id  
\*@List Number(16) attack\_ids  
\*Number(4) health**

1-oo

oo-oo

**Attack**

**\*(pk)Number(16) id  
\*Varchar(32) name  
\*Varchar(256) description  
\*Number(4) damage  
\*Number(4) element\_id**

**Element**

**\*(pk)Number(4) id  
\*Varchar(32) name  
\*@List Number(4) resistance**

oo-oo

oo-oo

**Table**

**\*(pk)Number(64) id  
\*@List Varchar(32) players  
\*@List Number(16) player1hand  
\*@List Number(16) player1deck  
\*@List Number(16) player2hand  
\*@List Number(16) player2deck  
\*Number(16) player1played  
\*Number(16) player2played  
\*@List Number(16)   
 player1\_actual\_orders  
\*@List Number(16)  
 player2\_actual\_orders**

1-oo

**CardObject**

**\*(pk)Number(128) id  
\*Number(16) card\_id  
\*Number(4) actualhealth  
\*Number(4) actualmaxhp  
\*Number(4) actualboost  
@List Number(2) energy\_count**