CREATE TABLE Resistance (id int(4) NOT NULL,

res1 int(4),

res2 int(4),

res3 int(4),

res4 int(4),

PRIMARY KEY (id));

CREATE TABLE Element (id int(4) NOT NULL,

name varchar(16) NOT NULL,

res\_id int(4) NOT NULL,

PRIMARY KEY (id),

FOREIGN KEY (res\_id)

REFERENCES Resistance(id)

ON DELETE CASCADE);

CREATE TABLE Attack (id int(16) NOT NULL,

name varchar(32),

description varchar(256),

damage int(4),

element\_id int(4),

PRIMARY KEY (id),

FOREIGN KEY (element\_id)

REFERENCES Element(id)

ON DELETE CASCADE);

CREATE TABLE Attack\_Ids (id int(16) NOT NULL,

attack1 int(16),

attack2 int(16),

attack3 int(16),

attack4 int(16),

PRIMARY KEY (id),

FOREIGN KEY (attack1)

REFERENCES Attack(id)

ON DELETE CASCADE,

FOREIGN KEY (attack2)

REFERENCES Attack(id)

ON DELETE CASCADE,

FOREIGN KEY (attack3)

REFERENCES Attack(id)

ON DELETE CASCADE,

FOREIGN KEY (attack4)

REFERENCES Attack(id)

ON DELETE CASCADE);

CREATE TABLE Card (id int(16) NOT NULL,

name varchar(32),

description varchar(256),

element\_id int(4),

attack\_ids int(16),

health int(4),

PRIMARY KEY (id),

FOREIGN KEY (attack\_ids)

REFERENCES Attack\_Ids(id)

ON DELETE CASCADE);

CREATE TABLE Deck\_Cards(id int(16) NOT NULL,

cards1 int(4),

cards2 int(4),

cards3 int(4),

cards4 int(4),

cards5 int(4),

cards6 int(4),

cards7 int(4),

cards8 int(4),

cards9 int(4),

cards10 int(4),

cards11 int(4),

cards12 int(4),

cards13 int(4),

cards14 int(4),

cards15 int(4),

cards16 int(4),

cards17 int(4),

cards18 int(4),

cards19 int(4),

cards20 int(4),

cards21 int(4),

cards22 int(4),

cards23 int(4),

cards24 int(4),

cards25 int(4),

cards26 int(4),

cards27 int(4),

cards28 int(4),

cards29 int(4),

cards30 int(4),

cards31 int(4),

cards32 int(4),

cards33 int(4),

cards34 int(4),

cards35 int(4),

cards36 int(4),

cards37 int(4),

cards38 int(4),

cards39 int(4),

cards40 int(4),

cards41 int(4),

cards42 int(4),

cards43 int(4),

cards44 int(4),

cards45 int(4),

cards46 int(4),

cards47 int(4),

cards48 int(4),

cards49 int(4),

cards50 int(4),

cards51 int(4),

cards52 int(4),

cards53 int(4),

cards54 int(4),

cards55 int(4),

cards56 int(4),

cards57 int(4),

cards58 int(4),

cards59 int(4),

cards60 int(4),

cards61 int(4),

cards62 int(4),

cards63 int(4),

cards64 int(4),

PRIMARY KEY (id));

CREATE TABLE Deck (id int(16) NOT NULL,

name varchar(32),

cards int(16),

PRIMARY KEY (id),

FOREIGN KEY (cards)

REFERENCES Deck\_Cards(id)

ON DELETE CASCADE);

CREATE TABLE Deck\_List (id int(32) NOT NULL,

deck1 int(16),

deck2 int(16),

deck3 int(16),

deck4 int(16),

deck5 int(16),

deck6 int(16),

deck7 int(16),

deck8 int(16),

deck9 int(16),

PRIMARY KEY (id),

FOREIGN KEY (deck1)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck2)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck3)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck4)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck5)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck6)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck7)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck8)

REFERENCES Deck(id)

ON DELETE CASCADE,

FOREIGN KEY (deck9)

REFERENCES Deck(id)

ON DELETE CASCADE);

CREATE TABLE Player\_Cards(id int(32) NOT NULL,

cards1 int(4),

cards2 int(4),

cards3 int(4),

cards4 int(4),

cards5 int(4),

cards6 int(4),

cards7 int(4),

cards8 int(4),

cards9 int(4),

cards10 int(4),

cards11 int(4),

cards12 int(4),

cards13 int(4),

cards14 int(4),

cards15 int(4),

cards16 int(4),

cards17 int(4),

cards18 int(4),

cards19 int(4),

cards20 int(4),

cards21 int(4),

cards22 int(4),

cards23 int(4),

cards24 int(4),

cards25 int(4),

cards26 int(4),

cards27 int(4),

cards28 int(4),

cards29 int(4),

cards30 int(4),

cards31 int(4),

cards32 int(4),

cards33 int(4),

cards34 int(4),

cards35 int(4),

cards36 int(4),

cards37 int(4),

cards38 int(4),

cards39 int(4),

cards40 int(4),

cards41 int(4),

cards42 int(4),

cards43 int(4),

cards44 int(4),

cards45 int(4),

cards46 int(4),

cards47 int(4),

cards48 int(4),

cards49 int(4),

cards50 int(4),

cards51 int(4),

cards52 int(4),

cards53 int(4),

cards54 int(4),

cards55 int(4),

cards56 int(4),

cards57 int(4),

cards58 int(4),

cards59 int(4),

cards60 int(4),

cards61 int(4),

cards62 int(4),

cards63 int(4),

cards64 int(4),

PRIMARY KEY (id));

CREATE TABLE Player (name varchar(32) NOT NULL,

password varchar(2048),

player\_cards int(32),

deck\_list int(32),

game\_count int(32),

win\_count int(32),

rating int(16),

gold int(16),

PRIMARY KEY (id),

FOREIGN KEY (player\_cards)

REFERENCES Player\_Cards(id)

ON DELETE CASCADE,

FOREIGN KEY (deck\_list)

REFERENCES Deck\_List(id)

ON DELETE CASCADE);

CREATE TABLE Energy\_Count (id int(128) NOT NULL,

energy1 int(2),

energy2 int(2),

energy3 int(2),

energy4 int(2),

PRIMARY KEY (id));

CREATE TABLE CardObject (id int(128) NOT NULL,

card\_id int(16),

actual\_health int(4),

actual\_max\_hp int(4),

attack\_boost int(4),

energy\_count int(128),

PRIMARY KEY (id),

FOREIGN KEY (energy\_count)

REFERENCES Energy\_Count(id)

ON DELETE CASCADE);

CREATE TABLE Orders (id int(16),

order\_type varchar(128),

PRIMARY KEY (id));

CREATE TABLE OrderList(id int(256),

order1 int(16),

order2 int(16),

order3 int(16),

order4 int(16),

order5 int(16),

order6 int(16),

order7 int(16),

order8 int(16),

order9 int(16),

order10 int(16),

order11 int(16),

order12 int(16),

order13 int(16),

order14 int(16),

order15 int(16),

PRIMARY KEY (id));

CREATE TABLE Player\_Hand(id int(128),

card1 int(128),

card2 int(128),

card3 int(128),

card4 int(128),

card5 int(128),

card6 int(128),

card7 int(128),

card8 int(128),

card9 int(128),

card10 int(128),

PRIMARY KEY (id));

CREATE TABLE Player\_CardsDeck(id int(128),

card1 int(16),

card2 int(16),

card3 int(16),

card4 int(16),

card5 int(16),

card6 int(16),

card7 int(16),

card8 int(16),

card9 int(16),

card10 int(16),

card11 int(16),

card12 int(16),

card13 int(16),

card14 int(16),

card15 int(16),

card16 int(16),

card17 int(16),

card18 int(16),

card19 int(16),

card20 int(16),

card21 int(16),

card22 int(16),

card23 int(16),

card24 int(16),

card25 int(16),

card26 int(16),

card27 int(16),

card28 int(16),

card29 int(16),

card30 int(16),

card31 int(16),

card32 int(16),

card33 int(16),

card34 int(16),

card35 int(16),

card36 int(16),

card37 int(16),

card38 int(16),

card39 int(16),

card40 int(16),

card41 int(16),

card42 int(16),

card43 int(16),

card44 int(16),

card45 int(16),

card46 int(16),

card47 int(16),

card48 int(16),

card49 int(16),

card50 int(16),

card51 int(16),

card52 int(16),

card53 int(16),

card54 int(16),

card55 int(16),

card56 int(16),

card57 int(16),

card58 int(16),

card59 int(16),

card60 int(16),

PRIMARY KEY(id));

CREATE TABLE Table\_Game(id int(64),

player1 varchar(32),

player2 varchar(32),

player1\_hand int(128),

player2\_hand int(128),

player1\_deck int(128),

player2\_deck int(128),

player1\_played int(128),

player2\_played int(128),

player1\_orders int(256),

player2\_orders int(256),

PRIMARY KEY(id),

FOREIGN KEY (player1)

REFERENCES Player(name)

ON DELETE CASCADE,

FOREIGN KEY (player2)

REFERENCES Player(name)

ON DELETE CASCADE,

FOREIGN KEY (player1\_hand)

REFERENCES Player\_Hand(id)

ON DELETE CASCADE,

FOREIGN KEY (player2\_hand)

REFERENCES Player\_Hand(id)

ON DELETE CASCADE,

FOREIGN KEY (player1\_deck)

REFERENCES Player\_CardsDec(id)

ON DELETE CASCADE,

FOREIGN KEY (player2\_deck)

REFERENCES Player\_CardsDec(id)

ON DELETE CASCADE,

FOREIGN KEY (player1\_played)

REFERENCES CardObject(id)

ON DELETE CASCADE,

FOREIGN KEY (player2\_played)

REFERENCES CardObject(id)

ON DELETE CASCADE,

FOREIGN KEY (player1\_orders)

REFERENCES OrderList(id)

ON DELETE CASCADE,

FOREIGN KEY (player2\_orders)

REFERENCES OrderList(id)

ON DELETE CASCADE);