Stored Procedure Name	Stored Procedure Purpose
AddFriend	Adds a user to the given user's friend list. A password for the given user must also be passed as a parameter for security reasons.
AddMatchInfo	Used by the game to input game match information. Information includes an ID, date, time, match type, and data for potentially up to 4 players: their name, the character that they selected, and the result.
GetCharacterInfo	Returns information about a character's tier, the game that they came from, and a brief description.
GetCharacterList	Returns a list of all character names in the database
GetFriends	Returns a list of usernames of the people that the given player friended
GetMatchInfo	Returns data for a match in which all given people have participated in. The returned value is a table in a format ready to be displayed by the client: match type, date, time, and up to 4 players: their username, character, and result
GetPlayerInfo	Returns the given player's username, win total, loss total, and their favorite character.
GetStageInfo	Returns the given stage's name, boundary size, the game it came from, and a brief description.
GetStageList	Returns a table with the names of all stages in the database
LoginPlayer	If the given player and password exists in the database, 1 is returned. Otherwise, and error is raised.
RegisterPlayer	If the given username does not exist in the database yet, the username is added with the given password. Wins and losses are set to 0, and no favorite character is selected by default.
RemoveFriend	Removes a player from the given user's friend list. A password for the given user must also be given for security reasons.
SetFavoriteCharacter	Sets the favorite character for the given user. The user's password must be passed in as a field for security reasons.