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| 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. |