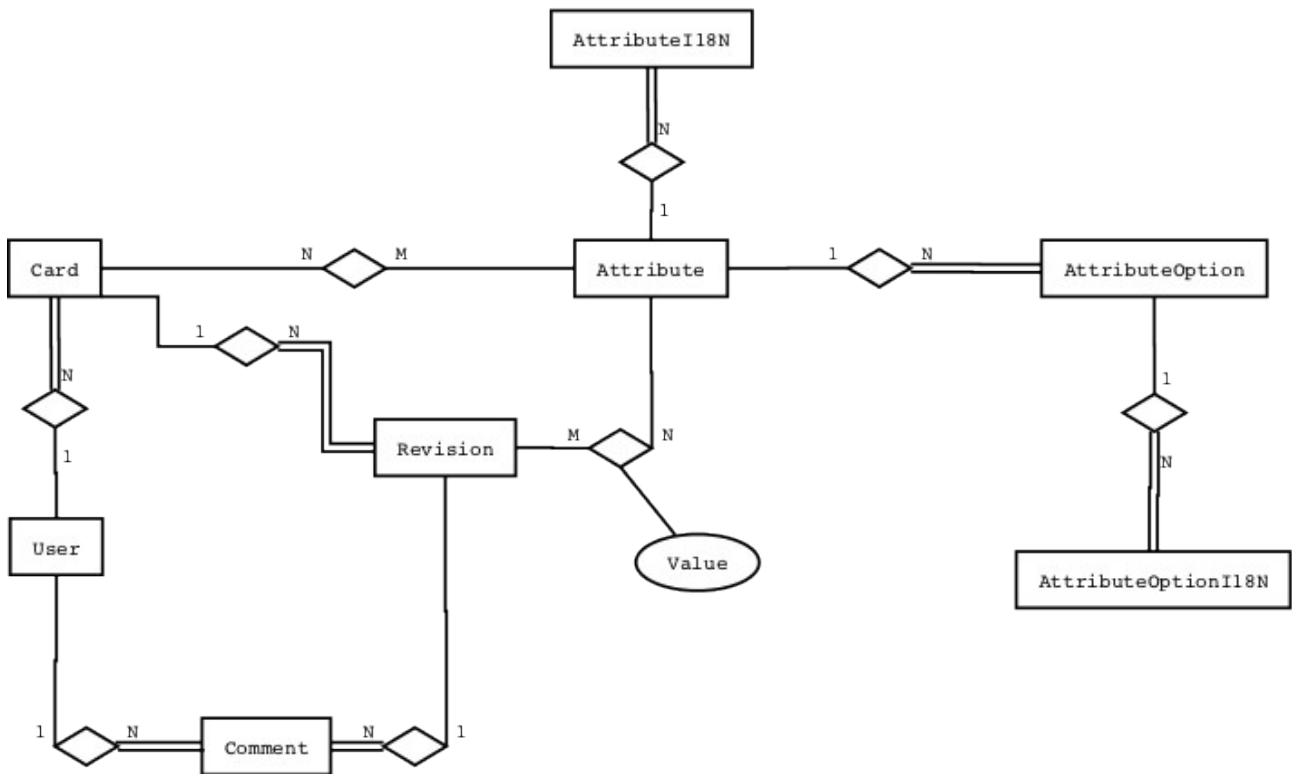# Draft Design for Cardscape

This is just a draft document with some thoughts about possible changes to Cardscape. The current changes are based on my meager understanding of Cardscape code and the brief study I did in the WTactics wiki pages related to Cardscape.

ER Diagrama

The following ER diagram represents a small portion of Cardscape, I'm focusing only on the most hard and also important parts.

Entitiy Description

Entity	Attribute	Description
Card	ID	Primary key.
	Status	Integer providing info about the card's status, translatios for these statuses are not stored in the database
	Active	Integer that identifies if the card is active or inactive (deleted)
Revision	ID	Primary key
	Date	Date in which the revision was created (datetime is enough)
	Active	Integer that identifies if the card is active or inactive (deleted)
Attribute	ID	Primary key
	Active	Integer that identifies if the card is active or inactive (deleted)

	Multivalue	
AttributeOption	ID	Primary key
	Key	Value used by the system, represents the name of the option that is used in comboboxes or other elements and is used as the value of the attribute.
AttributeI18N/AttributeOptionI18N	ID	Primary key
	String	Translation text for the given item
	ISOCode	String code that identifies the language (e.g: pt, pt_BR)
Comment	ID	Primary key
	Date	Date in which the comment was create (timestamp)
	Message	Text posted by the user
User	ID	Primary key
	Username	Username used in authentication
	E-mail	E-mail used for system communication (e.g.: reset password)
	Password	Password hash (SHA1) used for authentication
	Active	Integer that identifies if the card is active or inactive (deleted)