

```
1
2
3 Table user {
4   id serial [pk]
5   first_name varchar
6   last_name varchar
7   email varchar
8 }
9
10
11
12 Table pokemon {
13   pokeman_id serial[pk]
14   name varchar
15   type varchar
16   imgURL varchar
17   team numeric [ref: > team.team_id]
18 }
19
20
21 Table team{
22   team_id serial [pk]
23   team_name varchar
24   user_id numeric [ref: > user.id]
25 }
26
27
28 //needed to create a team: pokemon info (name, type, imgurl),
29 //the users id, the team name
30
31 //once data is in back end
32 //insert into team table team name, user_id returning team_id
33
34 //insert into pokemon table pokemon info and team_id
35
36
37 //Flow
38
39 //user logs in
40 //Start your team
41 //enter team name/store on state
42 //call is made to api for all available pokemon,
43 //stored as an array of objects on state
44 //map over array of pokemon so all are viewable
45 //user selects 6 pokemon they want on team
46 //as each pokemon is selected, store in an array on state
47 //send 6 pokemon to back end and put in database
48 //user saves team and sends team to front end
49
```