

First Normal Form

Card	Class	Colour	Type
In the swing	Warrior	Red	Attack Reaction
Raise an Army	Warrior	Yellow	Action Card
Provoke	Warrior	Blue	Attack Reaction
Spinal Crush	Guardian	Red	Attack Action
The Golden Son	Guardian	Yellow	Action Card
Macho Grande	Guardian	Blue	Attack Action
Sink Below	Generic	Red	Defense Reaction
Pummel	Generic	Yellow	Attack Reaction
Trot Along	Generic	Blue	Action Card

Second Normal Form

Card_id	Name	Colour	Type
1	In the swing	Red	Attack Reaction
2	Raise an Army	Yellow	Action Card
3	Provoke	Blue	Attack Reaction
4	Spinal Crush	Red	Attack Action
5	The Golden Son	Yellow	Action Card
6	Macho Grande	Blue	Attack Action
7	Sink Below	Red	Defense Reaction
8	Pummel	Yellow	Attack Reaction
9	Trot Along	Blue	Action Card

Classes

Class_id	Class_Name
1	Warrior
2	Guardian
3	Generic

Junction_Classes

Card_id	Class_name
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3

CardDescription (Added after)

Card_id	Cost	Abilitie
1	3	Your weapon get +3, play this only if is your second attack.
2	2	Pay X gold and create X allies.
3	3	The opponent must defend with a card.
4	6	If it deals more than 4 dmg opponent discards a card.
5	5	Create 3 Gold
6	7	Deal 10 damage
7	2	Defend 4 dmg as a reaction.
8	0	Boost your attack for 6 dmg
9	3	Your next attack gains go again

Third Normal Form

Cards

Card_id	CardName	Colour_id	Type_id
1	In the swing	1	1
2	Raise an Army	2	2
3	Provoke	3	1
4	Spinal Crush	1	3
5	The Golden Son	2	2
6	Macho Grande	3	3
7	Sink Below	1	4
8	Pummel	2	1
9	Trot Along	3	2

Colours

Colour_id	ColorName
1	Red
2	Yellow
3	Blue

CardClasses

Card_id	Class_name
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3

Classess

Class_id	ClassName
1	Warrior
2	Guardian
3	Generic

Types

Type_id	TypeName
1	Attack Reaction
2	Action Card
3	Attack Action
4	Defense Reaction