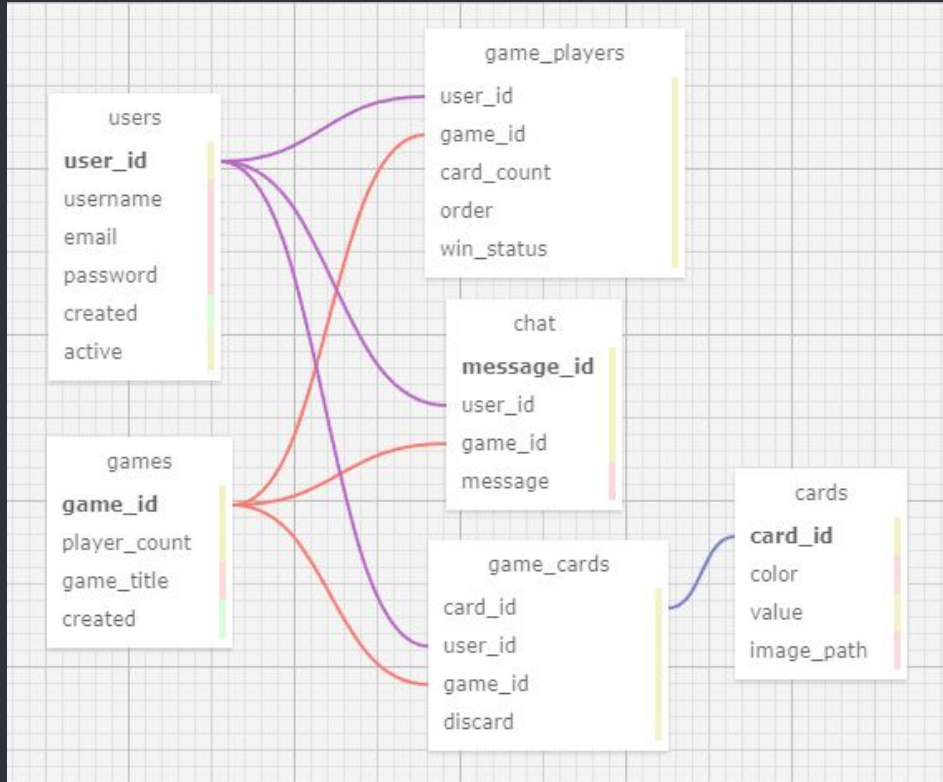


```
1
2
3  CSC 667 {
4
5      [Term Project ]
6
7
8      < Milestone 3 >
9
10
11
12 }
13
14
```

UNO



Entity Diagrams - Relationships



Users table

- 1 • **User_id** (int) = Unique identifier for
2 each created user.
- 3 • **Username** (varchar) = User created
4 text username (will have a limit).
- 5 • **Email** (varchar) = User inputted email
6 address in text form.
- 7 • **Password** (varchar) = User created
8 password in text form (will be
9 encrypted when inputted into
10 database).
- 11 • **Created** (datetime) = Date and time
12 logged when user was created. (Will
13 show on profile).
- 14 • ~~**Active** (int) = Will be '1' if logged
in and '0' if logged out.~~

users	
user_id	
username	
email	
password	
created	
active	

Games table

- **Game_id** (int) = Unique identifier given to every created game.
- ~~**Player_count** (int/smallint) = Number of players in each created game.~~
- **Game_title** (varchar) = User created lobby/game name when game is created. (How games are identified in list of active games).
- **Created** (datetime) = When the user created game was created. (Potentially shows date/time in game list).
- **(NEW) Direction** (int) = Determines direction of order for players' turns. (0 is clockwise, 1 is counterclockwise).

games	
game_id	
player_count	
game_title	
created	

Game_players table

- 1 • **User_id** (int) = Connects to Users table,
2 ID's for the users in the current game.
- 3 • **Game_id** (int) = Connects to Games table,
4 ID for the current game that each player
5 is in together.
- 6 • **Card_count** (int) = How many cards that the
7 User has in this particular game.
- 8 • **Order** (int) = Each user in a game is given
9 a position of when it is their turn based
10 on the number of players (given by Games
11 table?).
- 12 • **Win_status** (int) = Each User is either 0
13 (actively playing or hasn't won), or '1'
14 meaning they have won. This value is
changed for the winner at the end of the
game.

game_players	
user_id	
game_id	
card_count	
order	
win_status	

Chat table (optional)

- **Message_id** (int) = Unique identifier for each message sent by any user for any game.
- **User_id** (int) = Connects to Users table, ID for the User that has sent the message in the game chat.
- **Game_id** (int) = Connects to Games table, ID for the current game's chat that the User is messaging in.
- **Message** (longtext) = User created message in text form.



A diagram of a database table named 'chat'. The table has four columns: 'message_id', 'user_id', 'game_id', and 'message'. The 'message_id' column is highlighted with a yellow bar, indicating it is the primary key. The 'message' column is highlighted with a pink bar, indicating it is a long text field.

chat			
message_id			
user_id			
game_id			
message			

Cards table

- 1 • **Card_id** (int) = Unique identifier
2 for each card in the standard Uno
3 deck.
- 4 • **Color** (varchar) = The Uno cards'
5 color in char form (Red, Blue,
6 Green, Yellow, or Special).
- 7 • **Value** (int) = The value of each card
8 in int form, whether it is a number
9 from 0-9, 10 indicates a reverse, 11
10 a "+2", and 12 a "+4".
- 11 • **Image_path** (varchar) = The path of
12 the card's image file in the form of
13 a text relative path. (Do in CSS)
14

cards	
card_id	
color	
value	
image_path	

Game cards table

- 1 • **Card_id** (int) = Connects to the Cards
2 table, ID for any specific card in
3 the standard Uno deck.
- 4 • **User_id** (int) = Connects to Users
5 table, ID for the User that is
6 currently in possession of a specific
7 card.
- 8 • **Game_id** (int) = Connects to Games
9 table, ID for the game that the
10 specific User has a specific card in.
- 11 • **Discard** (int) = Determines whether
12 the card is in the discard pile (1)
13 or not (0). (User_ID set to NULL or
14 negative value?) -- (If user=0, not
in play, -1 for discard)

game_cards	
card_id	
user_id	
game_id	
discard	