

```

-- phpMyAdmin SQL Dump
-- version 5.1.1deb5ubuntu1
-- https://www.phpmyadmin.net/
--
-- Host: localhost:3306
-- Generation Time: May 02, 2025 at 06:11 PM
-- Server version: 10.6.21-MariaDB-0ubuntu0.22.04.2
-- PHP Version: 8.1.2-1ubuntu2.21

SET SQL_MODE = "NO_AUTO_VALUE_ON_ZERO";
START TRANSACTION;
SET time_zone = "+00:00";

/*!40101 SET @OLD_CHARACTER_SET_CLIENT=@@CHARACTER_SET_CLIENT */;
/*!40101 SET @OLD_CHARACTER_SET_RESULTS=@@CHARACTER_SET_RESULTS */;
/*!40101 SET @OLD_COLLATION_CONNECTION=@@COLLATION_CONNECTION */;
/*!40101 SET NAMES utf8mb4 */;

--
-- Database: `nhassune_2_db`
--
CREATE DATABASE IF NOT EXISTS `nhassune_2_db` DEFAULT CHARACTER SET utf8mb4 COLLATE
utf8mb4_general_ci;
USE `nhassune_2_db`;

--
-- -----
--
-- Table structure for table `BATTLE`
--
DROP TABLE IF EXISTS `BATTLE`;
CREATE TABLE `BATTLE` (
  `BATTLE_ID` int(5) NOT NULL,
  `BATTLE_TYPE` varchar(255) NOT NULL,
  `BATTLE_DATETIME` datetime NOT NULL,
  `CHAR1_ID` int(5) NOT NULL,
  `CHAR2_ID` int(5) NOT NULL,
  `CHAR_WINNER_ID` int(5) DEFAULT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `BATTLE`
--
INSERT INTO `BATTLE` (`BATTLE_ID`, `BATTLE_TYPE`, `BATTLE_DATETIME`, `CHAR1_ID`,
`CHAR2_ID`, `CHAR_WINNER_ID`) VALUES
(1, 'Friendly', '2025-03-05 14:29:18', 1, 2, 1),
(2, 'Territory War', '2015-12-17 10:30:00', 3, 6, 3),
(3, 'Friendly', '2023-09-22 18:45:37', 4, 5, 5),
(4, 'Friendly', '2022-06-10 08:15:00', 2, 4, 2),
(5, 'Yonko Battle', '2025-04-01 23:59:59', 1, 3, 1);

--
-- -----
--
-- Table structure for table `BOUNTY`
--

```

```

DROP TABLE IF EXISTS `BOUNTY`;
CREATE TABLE `BOUNTY` (
  `BOUNTY_ID` int(5) NOT NULL,
  `BOUNTY_AMOUNT` bigint(20) NOT NULL,
  `BOUNTY_DESC` varchar(255) NOT NULL,
  `BOUNTY_DATE` date NOT NULL,
  `CHAR_ID` int(5) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `BOUNTY`
--

INSERT INTO `BOUNTY` (`BOUNTY_ID`, `BOUNTY_AMOUNT`, `BOUNTY_DESC`, `BOUNTY_DATE`,
`CHAR_ID`) VALUES
(1, 3000000000, 'Wanted Dead or Alive for invading Egghead and causing the death of
esteemed Dr. Vegapunk', '2025-04-10', 1),
(2, 1111000000, 'Right hand man of the Straw Hat Pirate crew', '2025-04-10', 2),
(3, 4388000000, 'Assisted Kaido with the oppression of the people of Wano', '2025-
03-15', 3),
(4, 602000000, 'Invaded Mary Geoise causing great destruction and getting a look at
Imu-Sama and the Five Elders!', '2025-03-15', 5),
(5, 81000000, 'Broke out of Impel Down and assisted the Whitebeard Fleet with the
failed liberation of Portgas. D Ace', '2023-09-20', 6);

-- -----

--
-- Table structure for table `CAPTAIN`
--

DROP TABLE IF EXISTS `CAPTAIN`;
CREATE TABLE `CAPTAIN` (
  `CREW_ID` int(5) NOT NULL,
  `CHAR_ID` int(5) NOT NULL,
  `CAP_DATETIME` datetime NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `CAPTAIN`
--

INSERT INTO `CAPTAIN` (`CREW_ID`, `CHAR_ID`, `CAP_DATETIME`) VALUES
(1, 1, '2018-05-28 12:00:00'),
(2, 3, '2010-08-15 08:30:00'),
(3, 4, '1998-01-01 09:00:00'),
(4, 5, '2001-10-27 14:45:00'),
(5, 6, '2007-12-30 15:59:58');

-- -----

--
-- Table structure for table `CHARACTER_MISSION`
--

DROP TABLE IF EXISTS `CHARACTER_MISSION`;
CREATE TABLE `CHARACTER_MISSION` (
  `MISSION_ID` int(5) NOT NULL,

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```

    `CHAR_ID` int(5) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `CHARACTER_MISSION`
--

INSERT INTO `CHARACTER_MISSION` (`MISSION_ID`, `CHAR_ID`) VALUES
(1, 1),
(2, 3),
(3, 5),
(4, 2),
(5, 4);

-- -----

--
-- Table structure for table `CREW`
--

DROP TABLE IF EXISTS `CREW`;
CREATE TABLE `CREW` (
  `CREW_ID` int(5) NOT NULL,
  `CREW_NAME` varchar(100) NOT NULL,
  `CREW_LEVEL` int(3) NOT NULL,
  `CREW_DATE` date NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `CREW`
--

INSERT INTO `CREW` (`CREW_ID`, `CREW_NAME`, `CREW_LEVEL`, `CREW_DATE`) VALUES
(1, 'Straw Hat Pirates', 50, '2018-05-28'),
(2, 'Big Mom Pirates', 172, '2010-08-15'),
(3, 'World Government', 200, '1998-01-01'),
(4, 'Revolutionary Army', 196, '2001-10-27'),
(5, 'Baroque Works', 89, '2012-05-23');

-- -----

--
-- Table structure for table `CREW_MISSION`
--

DROP TABLE IF EXISTS `CREW_MISSION`;
CREATE TABLE `CREW_MISSION` (
  `MISSION_ID` int(5) NOT NULL,
  `CREW_ID` int(5) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `CREW_MISSION`
--

INSERT INTO `CREW_MISSION` (`MISSION_ID`, `CREW_ID`) VALUES
(1, 1),
(2, 2),
(3, 4),

```

```
(4, 1),
(5, 3);
```

```
-- -----
```

```
--
-- Table structure for table `DEVIL_FRUIT`
--
```

```
DROP TABLE IF EXISTS `DEVIL_FRUIT`;
CREATE TABLE `DEVIL_FRUIT` (
  `DF_ID` int(5) NOT NULL,
  `DF_NAME` varchar(255) NOT NULL,
  `DF_TYPE` varchar(255) NOT NULL,
  `DF_ABILITY` varchar(255) NOT NULL,
  `CHAR_ID` int(5) DEFAULT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--
-- Dumping data for table `DEVIL_FRUIT`
--
```

```
INSERT INTO `DEVIL_FRUIT` (`DF_ID`, `DF_NAME`, `DF_TYPE`, `DF_ABILITY`, `CHAR_ID`)
VALUES
(1, 'Hito Hito no Mi, Model: Nika', 'Mythical Zoan', 'Transformation into the
legendary \"Sun God\": Nika and gain his rubbery attributes', 1),
(2, 'Soru Soru no Mi', 'Paramecia', 'Manipulate souls to create living constructs',
3),
(3, 'Mera Mera no Mi', 'Logia', 'Flame body and fire attacks', 5),
(4, 'Suna Suna no Mi', 'Logia', 'Control and become sand', 6),
(5, 'Nomi Nomi no Mi', 'Paramecia', 'Allows the user to store indefinite
information in their brain', 7);
```

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```

```
--
-- Table structure for table `GAME_EVENT`
--
```

```
DROP TABLE IF EXISTS `GAME_EVENT`;
CREATE TABLE `GAME_EVENT` (
  `EVENT_ID` int(5) NOT NULL,
  `EVENT_DATE_START` datetime NOT NULL,
  `EVENT_DATE_END` datetime NOT NULL,
  `EVENT_TITLE` varchar(255) NOT NULL,
  `EVENT_DESC` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--
-- Dumping data for table `GAME_EVENT`
--
```

```
INSERT INTO `GAME_EVENT` (`EVENT_ID`, `EVENT_DATE_START`, `EVENT_DATE_END`,
`EVENT_TITLE`, `EVENT_DESC`) VALUES
(1, '2025-03-01 00:00:00', '2025-03-03 23:59:59', 'Berry Frenzy', 'Gain extra berry
from various missions or even just idling, it\'s a Berry Frenzy!!!.'),
(2, '2022-12-09 10:00:00', '2022-12-16 15:00:00', 'Chest Discovery', 'Find 25
chests across the various islands for a chance at winning a devil fruit!.'),
(3, '2023-09-20 08:00:00', '2023-09-25 20:00:00', 'Mary Geoise Infiltration', 'Help
```

```
Sabo infiltrate Mary Geoise! (New area in map as part of event)'),
(4, '2017-02-08 06:00:00', '2017-02-15 12:00:00', 'Double XP Week', 'Level up!
Level up! We\'re serious LEVEL UP, it\'s double XP Week!!!'),
(5, '2025-02-28 20:00:00', '2025-03-15 03:00:00', 'Dr. Vegapunk(s) Discovery?',
'Find Dr. Vegapunk and all of his satelllites for special* rewards!');
```

-- -----

```
--
-- Table structure for table `INVENTORY`
--
```

```
DROP TABLE IF EXISTS `INVENTORY`;
CREATE TABLE `INVENTORY` (
  `CHAR_ID` int(5) NOT NULL,
  `ITEM_ID` int(5) NOT NULL,
  `INV_QUANTITY` int(2) NOT NULL,
  `INV_SOURCE` varchar(255) NOT NULL,
  `INV_DATE_ACQUIRED` datetime NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--
-- Dumping data for table `INVENTORY`
--
```

```
INSERT INTO `INVENTORY` (`CHAR_ID`, `ITEM_ID`, `INV_QUANTITY`, `INV_SOURCE`,
`INV_DATE_ACQUIRED`) VALUES
(1, 5, 1, 'Gifted by Shanks', '2019-01-27 04:32:23'),
(2, 1, 1, 'Recieved from Oden\'s daughter in Wano', '2025-03-02 14:22:56'),
(4, 2, 1, 'Gift from Garp-san', '2024-07-01 09:00:22'),
(4, 3, 2, 'Marine medical storage', '2023-11-15 16:45:18'),
(7, 4, 1, 'Donated by a friendly villager', '2017-01-20 11:07:10');
```

-- -----

```
--
-- Table structure for table `ITEM`
--
```

```
DROP TABLE IF EXISTS `ITEM`;
CREATE TABLE `ITEM` (
  `ITEM_ID` int(5) NOT NULL,
  `ITEM_TYPE` varchar(255) NOT NULL,
  `ITEM_DESC` varchar(255) NOT NULL,
  `ITEM_RARITY` varchar(255) NOT NULL,
  `ITEM_VALUE` int(6) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--
-- Dumping data for table `ITEM`
--
```

```
INSERT INTO `ITEM` (`ITEM_ID`, `ITEM_TYPE`, `ITEM_DESC`, `ITEM_RARITY`,
`ITEM_VALUE`) VALUES
(1, 'Enma', 'A high-grade Black Blade katana forged in Wano, previously owned by
Oden', 'Legendary', 190000),
(2, 'Transponder snail', 'A portable snail for communication', 'Common', 3000),
(3, 'Medical Kit', 'Used to heal minor wounds and restore stamina', 'Common',
2000),
```

```
(4, 'Devil Fruit Encyclopedia', 'Contains info on known devil fruits', 'Rare',
800000),
(5, 'Straw Hat', 'Just a simple straw hat!', 'Very Common', 500);
```

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```
--
-- Table structure for table `MARINE`
--
```

```
DROP TABLE IF EXISTS `MARINE`;
CREATE TABLE `MARINE` (
  `CHAR_ID` int(5) NOT NULL,
  `MARINE_RANK` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--
-- Dumping data for table `MARINE`
--
```

```
INSERT INTO `MARINE` (`CHAR_ID`, `MARINE_RANK`) VALUES
(4, 'Marine Captain'),
(7, 'Head Scientist');
```

```
-- -----
```

```
--
-- Table structure for table `MISSION`
--
```

```
DROP TABLE IF EXISTS `MISSION`;
CREATE TABLE `MISSION` (
  `MISSION_ID` int(5) NOT NULL,
  `MISSION_TITLE` varchar(255) NOT NULL,
  `MISSION_TYPE` varchar(255) NOT NULL,
  `MISSION_DESC` varchar(255) NOT NULL,
  `MISSION_REWARD` bigint(20) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--
-- Dumping data for table `MISSION`
--
```

```
INSERT INTO `MISSION` (`MISSION_ID`, `MISSION_TITLE`, `MISSION_TYPE`,
`MISSION_DESC`, `MISSION_REWARD`) VALUES
(1, 'Rescue Operation', 'Stealth/Combat', 'Rescue a captured crewmate from a marine
base', 15000000),
(2, 'Territory Capture', 'Attack', 'Invade the nearest bandit country and overthrow
them.', 8000000),
(3, 'Supply Run', 'Negotiation', 'Negotiate with a local island for inventory',
5000000),
(4, 'Sea King Hunt', 'Combat', 'Hunt down a sea king and destroy it.', 20000000),
(5, 'Intel Recovery', 'Espionage', 'Recover stolen blueprints from the
Revolutionary base.', 17000000);
```

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-- -----
```

```
--
-- Table structure for table `PIRATE`
```

--

```
DROP TABLE IF EXISTS `PIRATE`;
CREATE TABLE `PIRATE` (
  `CHAR_ID` int(5) NOT NULL,
  `PIRATE_TITLE` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

--

-- Dumping data for table `PIRATE`

--

```
INSERT INTO `PIRATE` (`CHAR_ID`, `PIRATE_TITLE`) VALUES
(1, 'Captain of the Straw Hat Pirates'),
(2, 'Right-Hand of the Straw Hat Pirates'),
(3, 'Captain of the Big Mom Pirates'),
(6, 'Captain of Baroque Works');
```

-- -----

--

-- Table structure for table `PLAYER`

--

```
DROP TABLE IF EXISTS `PLAYER`;
CREATE TABLE `PLAYER` (
  `PLAYER_ID` int(5) NOT NULL,
  `PLAYER_USER` varchar(30) NOT NULL,
  `PLAYER_PASSWORD` char(64) NOT NULL,
  `PLAYER_PHONE` char(12) DEFAULT NULL,
  `PLAYER_STATUS` varchar(30) NOT NULL,
  `PLAYER_DATE` datetime NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

--

-- Dumping data for table `PLAYER`

--

```
INSERT INTO `PLAYER` (`PLAYER_ID`, `PLAYER_USER`, `PLAYER_PASSWORD`,
`PLAYER_PHONE`, `PLAYER_STATUS`, `PLAYER_DATE`) VALUES
(1, 'pirateking37',
'f4683d1cd1a4ba7ebb6a09116b1db00d8254e003631713f0159ff5304d5d64a5', '317-LUF-FFFFY',
'Active', '2018-02-27 15:20:23'),
(2, 'secondbest22',
'324ef76db5b6021bd7dd9b53c44232e9bca62453cc995a2644ea7add8a254c9a', '317-ZOR-000',
'Active', '2018-02-28 12:36:59'),
(3, 'BigMomRocks',
'c64e4a0ae7da96914fd9b56d704340e7778d700625e79a5a2856e86a518e2060', '317-BIG-MOM1',
'Suspended', '2001-06-12 11:05:42'),
(4, 'fodderKoby',
'47e23c0b17f3ec917c8fa7e5fa219c6eb3b11e29acdfd80f4546f3c91642afe1', '317-KOB-YYYY',
'Active', '2018-02-25 08:00:00'),
(5, 'luffysbrother98',
'e75de304c31c8b9ad70d0b91a5d403bbc9a6aa1ed27c4e39c38eb9c6c8a709b1', '317-SAB-0000',
'Active', '2016-09-09 08:05:23'),
(6, 'sandman58',
'05ac32d70a68f3c9466236bd2fb2a2497c07b3ae92ac0f987576540f5e1ed102', '317-CRO-CODI',
'Active', '2004-07-20 15:09:23'),
(7, 'brainpower',
```

```
'16fdfecb230d58c4b36717a0a867c8bbc472b54b79c5bf39709f1f13f10bd2b4', '317-VEG-PUNK',  
'Active', '2000-12-22 12:22:48');
```

```
-- -----
```

```
--  
-- Table structure for table `REVOLUTIONARY`  
--
```

```
DROP TABLE IF EXISTS `REVOLUTIONARY`;  
CREATE TABLE `REVOLUTIONARY` (  
  `CHAR_ID` int(5) NOT NULL,  
  `REVOLUTIONARY_RANK` varchar(255) NOT NULL  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--  
-- Dumping data for table `REVOLUTIONARY`  
--
```

```
INSERT INTO `REVOLUTIONARY` (`CHAR_ID`, `REVOLUTIONARY_RANK`) VALUES  
(5, 'Chief of Staff');
```

```
-- -----
```

```
--  
-- Table structure for table `SHIP`  
--
```

```
DROP TABLE IF EXISTS `SHIP`;  
CREATE TABLE `SHIP` (  
  `SHIP_ID` int(5) NOT NULL,  
  `SHIP_NAME` varchar(100) NOT NULL,  
  `SHIP_STATUS` varchar(100) NOT NULL,  
  `SHIP_OWN_DATE` date NOT NULL,  
  `CREW_ID` int(5) NOT NULL  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;
```

```
--  
-- Dumping data for table `SHIP`  
--
```

```
INSERT INTO `SHIP` (`SHIP_ID`, `SHIP_NAME`, `SHIP_STATUS`, `SHIP_OWN_DATE`,  
`CREW_ID`) VALUES  
(1, 'Thousand Sunny', 'Sailing', '2022-06-01', 1),  
(2, 'Queen Mama Chanter', 'Destroyed', '2007-09-20', 2),  
(3, 'Garp\'s Ship', 'Active Duty', '2001-02-15', 3),  
(4, 'Wind Granma', 'Under Repair', '2002-10-01', 4),  
(5, 'Miss Love Duck', 'Decommissioned', '2012-05-30', 5);
```

```
-- -----
```

```
--  
-- Table structure for table `STORY_CHARACTER`  
--
```

```
DROP TABLE IF EXISTS `STORY_CHARACTER`;  
CREATE TABLE `STORY_CHARACTER` (  
  `CHAR_ID` int(5) NOT NULL,  
  `CHAR_FNAME` varchar(100) NOT NULL,
```



```

`CHAR_MI` char(1) DEFAULT NULL,
`CHAR_LNAME` varchar(100) NOT NULL,
`CHAR_RACE` varchar(100) NOT NULL,
`CHAR_CLASS` varchar(100) NOT NULL,
`CHAR_LEVEL` int(3) NOT NULL,
`CHAR_SKILLS` varchar(100) NOT NULL,
`PLAYER_ID` int(5) NOT NULL,
`CREW_ID` int(5) DEFAULT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_general_ci;

--
-- Dumping data for table `STORY_CHARACTER`
--

INSERT INTO `STORY_CHARACTER` (`CHAR_ID`, `CHAR_FNAME`, `CHAR_MI`, `CHAR_LNAME`,
`CHAR_RACE`, `CHAR_CLASS`, `CHAR_LEVEL`, `CHAR_SKILLS`, `PLAYER_ID`, `CREW_ID`)
VALUES
(1, 'Luffy', 'D', 'Monkey', 'Human', 'Fighter', 88, 'Gear 2-5,
Conqueror/Armament/Observation Haki, Devil Fruit', 1, 1),
(2, 'Zoro', NULL, 'Roronoa', 'Human', 'Swordsman', 85, 'Santoryu,
Conqueror/Armament/Observation Haki', 2, 1),
(3, 'Charlotte', NULL, 'Linlin', 'Human', 'Fighter', 99, 'Soul powers, Homies,
Conqueror/Armament Haki ', 3, 2),
(4, 'Koby', NULL, 'Captain', 'Human', 'Fighter', 78, 'Observation Haki, Honesty
Punch', 4, 3),
(5, 'Sabo', NULL, 'The Man', 'Human', 'Fighter', 60, 'Flame devil fruit, Dragon
Claw', 5, 4),
(6, 'Crocodile', NULL, 'Sand', 'Human', 'Fighter', 85, 'Sand logia attacks, Morphs,
Hook attacks', 6, 5),
(7, 'Vegapunk', NULL, 'Dr.', 'Human', 'Scientist', 100, 'Cloning, Seraphim,
Pacifista, Brain power, Satellites', 7, 3);

--
-- Indexes for dumped tables
--

--
-- Indexes for table `BATTLE`
--
ALTER TABLE `BATTLE`
  ADD PRIMARY KEY (`BATTLE_ID`),
  ADD KEY `CHAR1_ID` (`CHAR1_ID`),
  ADD KEY `CHAR2_ID` (`CHAR2_ID`),
  ADD KEY `CHAR_WINNER_ID` (`CHAR_WINNER_ID`);

--
-- Indexes for table `BOUNTY`
--
ALTER TABLE `BOUNTY`
  ADD PRIMARY KEY (`BOUNTY_ID`),
  ADD KEY `fk_bounty_char` (`CHAR_ID`);

--
-- Indexes for table `CAPTAIN`
--
ALTER TABLE `CAPTAIN`
  ADD PRIMARY KEY (`CREW_ID`, `CHAR_ID`),
  ADD KEY `fk_captain_char` (`CHAR_ID`);

```

```

--
-- Indexes for table `CHARACTER_MISSION`
--
ALTER TABLE `CHARACTER_MISSION`
  ADD PRIMARY KEY (`MISSION_ID`,`CHAR_ID`),
  ADD KEY `CHAR_ID` (`CHAR_ID`);

--
-- Indexes for table `CREW`
--
ALTER TABLE `CREW`
  ADD PRIMARY KEY (`CREW_ID`);

--
-- Indexes for table `CREW_MISSION`
--
ALTER TABLE `CREW_MISSION`
  ADD PRIMARY KEY (`MISSION_ID`,`CREW_ID`),
  ADD KEY `CREW_ID` (`CREW_ID`);

--
-- Indexes for table `DEVIL_FRUIT`
--
ALTER TABLE `DEVIL_FRUIT`
  ADD PRIMARY KEY (`DF_ID`),
  ADD KEY `fk_df_char` (`CHAR_ID`);

--
-- Indexes for table `GAME_EVENT`
--
ALTER TABLE `GAME_EVENT`
  ADD PRIMARY KEY (`EVENT_ID`);

--
-- Indexes for table `INVENTORY`
--
ALTER TABLE `INVENTORY`
  ADD PRIMARY KEY (`CHAR_ID`,`ITEM_ID`),
  ADD KEY `ITEM_ID` (`ITEM_ID`);

--
-- Indexes for table `ITEM`
--
ALTER TABLE `ITEM`
  ADD PRIMARY KEY (`ITEM_ID`);

--
-- Indexes for table `MARINE`
--
ALTER TABLE `MARINE`
  ADD PRIMARY KEY (`CHAR_ID`);

--
-- Indexes for table `MISSION`
--
ALTER TABLE `MISSION`
  ADD PRIMARY KEY (`MISSION_ID`);

--

```

```

-- Indexes for table `PIRATE`
--
ALTER TABLE `PIRATE`
  ADD PRIMARY KEY (`CHAR_ID`);

--
-- Indexes for table `PLAYER`
--
ALTER TABLE `PLAYER`
  ADD PRIMARY KEY (`PLAYER_ID`);

--
-- Indexes for table `REVOLUTIONARY`
--
ALTER TABLE `REVOLUTIONARY`
  ADD PRIMARY KEY (`CHAR_ID`);

--
-- Indexes for table `SHIP`
--
ALTER TABLE `SHIP`
  ADD PRIMARY KEY (`SHIP_ID`),
  ADD KEY `SHIP_ibfk_1` (`CREW_ID`);

--
-- Indexes for table `STORY_CHARACTER`
--
ALTER TABLE `STORY_CHARACTER`
  ADD PRIMARY KEY (`CHAR_ID`),
  ADD KEY `PLAYER_ID` (`PLAYER_ID`),
  ADD KEY `fk_story_char_crew` (`CREW_ID`);

--
-- Constraints for dumped tables
--

--
-- Constraints for table `BATTLE`
--
ALTER TABLE `BATTLE`
  ADD CONSTRAINT `BATTLE_ibfk_1` FOREIGN KEY (`CHAR1_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`),
  ADD CONSTRAINT `BATTLE_ibfk_2` FOREIGN KEY (`CHAR2_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`),
  ADD CONSTRAINT `BATTLE_ibfk_3` FOREIGN KEY (`CHAR_WINNER_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`);

--
-- Constraints for table `BOUNTY`
--
ALTER TABLE `BOUNTY`
  ADD CONSTRAINT `fk_bounty_char` FOREIGN KEY (`CHAR_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`) ON DELETE CASCADE;

--
-- Constraints for table `CAPTAIN`
--
ALTER TABLE `CAPTAIN`
  ADD CONSTRAINT `fk_captain_char` FOREIGN KEY (`CHAR_ID`) REFERENCES

```

```

`STORY_CHARACTER` (`CHAR_ID`) ON DELETE CASCADE,
  ADD CONSTRAINT `fk_captain_crew` FOREIGN KEY (`CREW_ID`) REFERENCES `CREW`
(`CREW_ID`) ON DELETE CASCADE;

--
-- Constraints for table `CHARACTER_MISSION`
--
ALTER TABLE `CHARACTER_MISSION`
  ADD CONSTRAINT `CHARACTER_MISSION_ibfk_1` FOREIGN KEY (`MISSION_ID`) REFERENCES
`MISSION` (`MISSION_ID`),
  ADD CONSTRAINT `CHARACTER_MISSION_ibfk_2` FOREIGN KEY (`CHAR_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`);

--
-- Constraints for table `CREW_MISSION`
--
ALTER TABLE `CREW_MISSION`
  ADD CONSTRAINT `CREW_MISSION_ibfk_1` FOREIGN KEY (`MISSION_ID`) REFERENCES
`MISSION` (`MISSION_ID`),
  ADD CONSTRAINT `CREW_MISSION_ibfk_2` FOREIGN KEY (`CREW_ID`) REFERENCES `CREW`
(`CREW_ID`);

--
-- Constraints for table `DEVIL_FRUIT`
--
ALTER TABLE `DEVIL_FRUIT`
  ADD CONSTRAINT `fk_df_char` FOREIGN KEY (`CHAR_ID`) REFERENCES `STORY_CHARACTER`
(`CHAR_ID`) ON DELETE SET NULL;

--
-- Constraints for table `INVENTORY`
--
ALTER TABLE `INVENTORY`
  ADD CONSTRAINT `INVENTORY_ibfk_1` FOREIGN KEY (`CHAR_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`),
  ADD CONSTRAINT `INVENTORY_ibfk_2` FOREIGN KEY (`ITEM_ID`) REFERENCES `ITEM`
(`ITEM_ID`);

--
-- Constraints for table `MARINE`
--
ALTER TABLE `MARINE`
  ADD CONSTRAINT `MARINE_ibfk_1` FOREIGN KEY (`CHAR_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`);

--
-- Constraints for table `PIRATE`
--
ALTER TABLE `PIRATE`
  ADD CONSTRAINT `PIRATE_ibfk_1` FOREIGN KEY (`CHAR_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`);

--
-- Constraints for table `REVOLUTIONARY`
--
ALTER TABLE `REVOLUTIONARY`
  ADD CONSTRAINT `REVOLUTIONARY_ibfk_1` FOREIGN KEY (`CHAR_ID`) REFERENCES
`STORY_CHARACTER` (`CHAR_ID`);

```

```
--
-- Constraints for table `SHIP`
--
ALTER TABLE `SHIP`
  ADD CONSTRAINT `SHIP_ibfk_1` FOREIGN KEY (`CREW_ID`) REFERENCES `CREW`
  (`CREW_ID`);

--
-- Constraints for table `STORY_CHARACTER`
--
ALTER TABLE `STORY_CHARACTER`
  ADD CONSTRAINT `STORY_CHARACTER_ibfk_1` FOREIGN KEY (`PLAYER_ID`) REFERENCES
  `PLAYER` (`PLAYER_ID`),
  ADD CONSTRAINT `fk_story_char_crew` FOREIGN KEY (`CREW_ID`) REFERENCES `CREW`
  (`CREW_ID`) ON DELETE SET NULL;
COMMIT;

/*!40101 SET CHARACTER_SET_CLIENT=@OLD_CHARACTER_SET_CLIENT */;
/*!40101 SET CHARACTER_SET_RESULTS=@OLD_CHARACTER_SET_RESULTS */;
/*!40101 SET COLLATION_CONNECTION=@OLD_COLLATION_CONNECTION */;
```