```sql
CREATE TABLE `kingdom` (
  `kingdom_id` INT AUTO_INCREMENT,
  `kingdom_name` VARCHAR(30) UNIQUE NOT NULL,
  `kingdom_description` VARCHAR(255),
  PRIMARY KEY (`kingdom_id`)
);

CREATE TABLE `team` (
  `team_id` INT AUTO_INCREMENT,
  `name` VARCHAR(20) NOT NULL,
  `kingdom_id` INT NOT NULL,
  `n_members` INT NOT NULL DEFAULT 0,
  PRIMARY KEY (`team_id`),
  FOREIGN KEY (`kingdom_id`) REFERENCES `kingdom`(`kingdom_id`)
  ON DELETE RESTRICT
  ON UPDATE CASCADE
);

CREATE TABLE `item` (
  `item_id` INT AUTO_INCREMENT,
  `name` VARCHAR(30) NOT NULL,
  `type` VARCHAR(30) NOT NULL,
  PRIMARY KEY (`item_id`)
);

CREATE TABLE `NPC` (
  `npc_id` INT AUTO_INCREMENT,
  `npc_name` VARCHAR(30) NOT NULL,
  `npc_type` ENUM('Quest-Giver', 'Shopkeeper', 'Skill-Trainer', 'Lore-Master' ) NOT NULL,
  `description` VARCHAR(255),
  `location` DOUBLE,
  PRIMARY KEY (`npc_id`)
);

CREATE TABLE `guild` (
  `guild_id` INT AUTO_INCREMENT,
  `name` VARCHAR(30) NOT NULL,
  `guild_type` ENUM('Quest', 'Trade' , 'Craft') NOT NULL,
  `leader` VARCHAR(30) NOT NULL,
  `founded_year` INT,
  PRIMARY KEY (`guild_id`)
);

CREATE TABLE `class` (
```

```sql
  `class_id` INT AUTO_INCREMENT,
  `class_type` ENUM('Warrior', 'Mage' , 'Archer', 'Healer', 'Rogue' , 'Summoner') NOT NULL,
  `class_description` VARCHAR(255),
  PRIMARY KEY (`class_id`)
);

CREATE TABLE `player` (
  `player_id` INT AUTO_INCREMENT,
  `username` VARCHAR(30) NOT NULL,
  `password` VARCHAR(255) NOT NULL,
  `email` VARCHAR(100) NOT NULL,
  PRIMARY KEY (`player_id`)
);

CREATE TABLE `character` (
  `character_id` INT AUTO_INCREMENT,
  `player_id` INT NOT NULL,
  `class_id` INT NOT NULL,
  `race` VARCHAR(30) NOT NULL,
  `skill_tree` VARCHAR(30),
  `experience_points` INT DEFAULT 0,
  `gold` INT DEFAULT 0,
  `name` VARCHAR(30) NOT NULL,
  `kingdom_id` INT,
  PRIMARY KEY (`character_id`),
  FOREIGN KEY (`class_id`) REFERENCES `class`(`class_id`)
  ON DELETE RESTRICT
  ON UPDATE CASCADE,
  FOREIGN KEY (`player_id`) REFERENCES `player`(`player_id`)
  ON DELETE CASCADE
  ON UPDATE CASCADE,
  FOREIGN KEY (`kingdom_id`) REFERENCES `kingdom`(`kingdom_id`)
  ON DELETE RESTRICT
  ON UPDATE CASCADE
);

CREATE TABLE `character_team` (
  `team_id` INT NOT NULL,
  `character_id` INT UNIQUE NOT NULL,
  `status` ENUM('Joined', 'Left', 'Captained') NOT NULL,
  `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
  PRIMARY KEY (`team_id`, `character_id`),
  FOREIGN KEY (`character_id`) REFERENCES `character`(`character_id`)
  ON DELETE CASCADE
```

```sql
   ON UPDATE CASCADE,
   FOREIGN KEY (`team_id`) REFERENCES `team`(`team_id`)
   ON DELETE CASCADE
   ON UPDATE CASCADE
);

CREATE TABLE `npc_item` (
 `npc_id` INT NOT NULL,
 `item_id` INT NOT NULL,
 `value` ENUM('Given', 'Taken') NOT NULL,
 `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
 PRIMARY KEY (`npc_id`, `item_id`),
 FOREIGN KEY (`npc_id`) REFERENCES `NPC`(`npc_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE,
 FOREIGN KEY (`item_id`) REFERENCES `item`(`item_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE
);

CREATE TABLE `character_guild` (
 `character_id` INT UNIQUE NOT NULL,
 `guild_id` INT NOT NULL,
 `status` ENUM('Joined', 'Left', 'Promoted') NOT NULL,
 `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
 PRIMARY KEY (`character_id`, `guild_id`),
 FOREIGN KEY (`character_id`) REFERENCES `character`(`character_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE,
 FOREIGN KEY (`guild_id`) REFERENCES `guild`(`guild_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE
);

CREATE TABLE `enemy` (
 `enemy_id` INT AUTO_INCREMENT,
 `enemy_name` VARCHAR(30) NOT NULL,
 `enemy_type` ENUM('Goblin', 'Wolf', 'Shadow Minion', 'Boss') NOT NULL,
 `strength_lvl` ENUM('LOW', 'MEDIUM', 'HIGH') NOT NULL,
 `loot` INT DEFAULT 0,
 `hitpoints` INT,
 PRIMARY KEY (`enemy_id`)
);
```

```sql
CREATE TABLE `event` (
 `event_id` INT AUTO_INCREMENT,
 `type` VARCHAR(30) NOT NULL,
 `time` DATETIME DEFAULT CURRENT_TIMESTAMP,
 `location` DOUBLE,
 `kingdom_id` INT,
 PRIMARY KEY (`event_id`),
 FOREIGN KEY (`kingdom_id`) REFERENCES `kingdom`(`kingdom_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE
);

CREATE TABLE `quest` (
 `quest_id` INT AUTO_INCREMENT,
 `name` VARCHAR(30) NOT NULL,
 `description` VARCHAR(255),
 `type_difficulty` ENUM('EASY', 'MEDIUM', 'HARD') NOT NULL,
 `required_level` INT DEFAULT 1,
 `experience_points` INT DEFAULT 0,
 PRIMARY KEY (`quest_id`)
);

CREATE TABLE `npc_quest` (
 `npc_id` INT,
 `quest_id` INT,
 `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
 `value` ENUM('Gave Quest', 'Completed Quest'),
 PRIMARY KEY (`npc_id`, `quest_id`),
 FOREIGN KEY (`npc_id`) REFERENCES `NPC`(`npc_id`)
 ON DELETE CASCADE ON UPDATE CASCADE,
 FOREIGN KEY (`quest_id`) REFERENCES `quest`(`quest_id`)
 ON DELETE CASCADE ON UPDATE CASCADE
);

CREATE TABLE `inventory` (
 `character_id` INT,
 `item_id` INT,
 `quantity` INT DEFAULT 1,
 PRIMARY KEY (`character_id`, `item_id`),
 FOREIGN KEY (`character_id`) REFERENCES `character`(`character_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE,
 FOREIGN KEY (`item_id`) REFERENCES `item`(`item_id`)
 ON DELETE CASCADE
```

```sql
  ON UPDATE CASCADE
);

CREATE TABLE `question` (
 `question_id` INT AUTO_INCREMENT,
 `content` VARCHAR(255) NOT NULL,
 `choice_options` INT NOT NULL,
 `emotion` INT,
 PRIMARY KEY (`question_id`)
);

CREATE TABLE `npc_question` (
 `npc_id` INT,
 `question_id` INT,
 `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
 `value` ENUM('Started Conversation', 'Ended Conversation'),
 PRIMARY KEY (`npc_id`, `question_id`),
 FOREIGN KEY (`npc_id`) REFERENCES `NPC`(`npc_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE,
 FOREIGN KEY (`question_id`) REFERENCES `question`(`question_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE
);

CREATE TABLE `character_npc` (
 `character_id` INT,
 `npc_id` INT,
 `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
 `value` ENUM('Talked', 'Fought', 'Ignored', 'Bought From', 'Sold To'),
 PRIMARY KEY (`character_id`, `npc_id`),
 FOREIGN KEY (`character_id`) REFERENCES `character`(`character_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE,
 FOREIGN KEY (`npc_id`) REFERENCES `NPC`(`npc_id`)
 ON DELETE CASCADE
 ON UPDATE CASCADE
);

CREATE TABLE `character_enemy` (
 `character_id` INT,
 `enemy_id` INT,
 `timestamp` DATETIME DEFAULT CURRENT_TIMESTAMP,
 `value` ENUM('Defeated', 'Escaped', 'Captured'),
```

```sql
    PRIMARY KEY (`character_id`, `enemy_id`),
    FOREIGN KEY (`character_id`) REFERENCES `character`(`character_id`)
    ON DELETE CASCADE ON UPDATE CASCADE,
    FOREIGN KEY (`enemy_id`) REFERENCES `enemy`(`enemy_id`)
    ON DELETE CASCADE ON UPDATE CASCADE
);


# ---------------------------TABLE INSERTIONS-------------------------


INSERT INTO `kingdom` (`kingdom_name`, `kingdom_description`)
VALUES
('Valoria', 'Known for its towering mountains and hardy warriors.'),
('Cimmeria', 'A lush, enchanted forest home to mystical creatures.'),
('Elphora', 'A harsh desert landscape, rich in mineral resources.'),
('Orynthia', 'A collection of tropical islands with unique ecosystems.'),
('Bavaria', 'The heart of the kingdom, bustling cities and trading centers');

INSERT INTO `team` (`name`, `kingdom_id`, `n_members`)
VALUES
('DragonSlayers', 1, 4),
('DesertWalkers', 2, 5),
('MountainGuard', 3, 3),
('ElfRangers', 4, 6),
('CityKnights', 5, 7);

INSERT INTO `item` (`name`, `type`)
VALUES
('Mana Elixir', 'Potion'),
('Doran's Blade', 'Weapon'),
('Infinity Edge', 'Weapon'),
('Bramble Vest', 'Armor'),
('Mystic Ring', 'Accessory');

INSERT INTO `NPC` (`npc_name`, `npc_type`, `description`, `location`)
VALUES
('Ryze', 'Quest-Giver', 'Old mage seeking assistance.', 45.2),
('Ornn', 'Shopkeeper', 'Sells rare and mystical items.', 88.4),
('Jarvan IV', 'Skill-Trainer', 'Trains young warriors.', 22.1),
('Syndra', 'Lore-Master', 'Guardian of ancient tales.', 67.9),
('Galio', 'Shopkeeper', 'Sells common goods and supplies.', 11.3);

INSERT INTO `guild` (`name`, `guild_type`, `leader`, `founded_year`)
```

```sql
VALUES
('MageCircle', 'Craft', 'Ryze', 1020),
('DesertMerchants', 'Trade', 'Ornn', 1055),
('WarriorAcademy', 'Quest', 'Jarvan IV', 1080),
('StoryKeepers', 'Craft', 'Syndra', 1012),
('CommonGoods', 'Trade', 'Galio', 1066);

INSERT INTO `class` (`class_type`, `class_description`)
VALUES
('Warrior', 'Specializes in tanking damage and close combat.'),
('Mage', 'Offers both damage and support through a variety of spells.'),
('Archer', 'Excels at long-range damage with various types of arrows.'),
('Healer', 'Focuses on healing and buffing teammates.'),
('Rogue', 'Stealthy and cunning, skilled in ambushes and assassinations.'),
('Summoner', 'Calls forth creatures to aid in battle.');

INSERT INTO `player` (`username`, `password`, `email`)
VALUES
('john_doe', 'encrypted_password1', 'john.doe@email.com'),
('jane_doe', 'encrypted_password2', 'jane.doe@email.com'),
('mike_123', 'encrypted_password3', 'mike.123@email.com'),
('lisa_rose', 'encrypted_password4', 'lisa.rose@email.com'),
('tom_thumb', 'encrypted_password5', 'tom.thumb@email.com');

INSERT INTO `character` (`player_id`, `class_id`, `race`, `name`, `kingdom_id`)
VALUES
(1, 1, 'Human', 'JohnWarrior', 1),
(2, 2, 'Elf', 'JaneMage', 4),
(3, 3, 'Dwarf', 'MikeArcher', 3),
(4, 4, 'Elf', 'LisaHealer', 4),
(5, 5, 'Halfling', 'TomRogue', 5);

INSERT INTO `character_team` (`team_id`, `character_id`, `status`)
VALUES
(1, 1, 'Joined'),
(2, 2, 'Joined'),
(3, 3, 'Joined'),
(4, 4, 'Joined'),
(5, 5, 'Joined');

INSERT INTO `npc_item` (`npc_id`, `item_id`, `value`)
VALUES
(2, 1, 'Given'),
(2, 2, 'Given'),
```

```
(2, 3, 'Given'),
(5, 4, 'Given'),
(5, 5, 'Given');

INSERT INTO `character_guild` (`character_id`, `guild_id`, `status`)
VALUES
(1, 1, 'Joined'),
(2, 2, 'Joined'),
(3, 3, 'Promoted'),
(4, 4, 'Joined'),
(5, 5, 'Joined');

INSERT INTO `enemy` (`enemy_name`, `enemy_type`, `strength_lvl`, `hitpoints`)
VALUES
('GoblinWarrior', 'Goblin', 'LOW', 100),
('DireWolf', 'Wolf', 'MEDIUM', 200),
('Shadow', 'Shadow Minion', 'MEDIUM', 150),
('DarkLord', 'Boss', 'HIGH', 1000),
('MiniGoblin', 'Goblin', 'LOW', 50);

INSERT INTO `event` (`type`, `location`, `kingdom_id`)
VALUES
('Festival', 25.5, 1),
('Christmas', 48.7, 2),
('Mage Conclave', 52.3, 3),
('Elf Gathering', 14.6, 4),
('Knight Tournament', 35.9, 5);




INSERT INTO `quest` (`name`, `description`, `type_difficulty`, `experience_points`)
VALUES
('Defeat the Goblin', 'Defeat 10 Goblins in Cimmeria.', 'EASY', 100),
('Find the Mystic Ring', 'Search the deserts of Elphora.', 'MEDIUM', 250),
('Climb the Mountain', 'Reach the peak of the tallest mountain.', 'HARD', 500),
('Elf Friendship', 'Help the elves in their forest gathering.', 'EASY', 100),
('Knight Trials', 'Compete in the Knight Tournament.', 'MEDIUM', 300);

INSERT INTO `npc_quest` (`npc_id`, `quest_id`, `value`)
VALUES
(1, 1, 'Gave Quest'),
(2, 2, 'Gave Quest'),
(3, 3, 'Gave Quest'),
(4, 4, 'Gave Quest'),
```

```sql
(1, 5, 'Gave Quest');

INSERT INTO `inventory` (`character_id`, `item_id`, `quantity`)
VALUES
(1, 1, 2),
(2, 2, 1),
(3, 3, 1),
(4, 3, 3),
(5, 1, 2);

INSERT INTO `question` (`content`, `choice_options`, `emotion`)
VALUES
('What brings you here?', 4, 1),
('Do you wish to trade?', 2, 2),
('Have you seen the DarkLord?', 2, 3),
('Can you help me?', 3, 4),
('Where is the nearest trade centre?', 3, 1);

INSERT INTO `npc_question` (`npc_id`, `question_id`, `value`)
VALUES
(1, 1, 'Started Conversation'),
(2, 2, 'Started Conversation'),
(3, 3, 'Started Conversation'),
(4, 4, 'Started Conversation'),
(5, 5, 'Started Conversation');

INSERT INTO `character_npc` (`character_id`, `npc_id`, `value`)
VALUES
(1, 1, 'Talked'),
(2, 2, 'Bought From'),
(3, 3, 'Talked'),
(4, 4, 'Talked'),
(5, 5, 'Sold To');

INSERT INTO `character_enemy` (`character_id`, `enemy_id`, `value`)
VALUES
(1, 1, 'Defeated'),
(2, 2, 'Defeated'),
(3, 3, 'Defeated'),
(4, 4, 'Escaped'),
(5, 5, 'Defeated');
```