

```

import { PrismaClient } from "@prisma/client";
const prisma = new PrismaClient();

async function main() {
  await prisma.game.upsert({
    where: { slug: "space-blaster" },
    update: {},
    create: {
      title: "Space Blaster",
      slug: "space-blaster",
      description: "Arcade-style space shooter. Leaderboards included!",
      coverUrl: "/game-covers/space-blaster.jpg",
      category: "Arcade"
    }
  });

  await prisma.game.upsert({
    where: { slug: "racer-xt" },
    update: {},
    create: {
      title: "Racer XT",
      slug: "racer-xt",
      description: "Fast-paced racing action with time trials.",
      coverUrl: "/game-covers/racer-xt.jpg",
      category: "Racing"
    }
  });

  console.log("Seed finished.");
}

main()
  .catch((e) => {
    console.error(e);
    process.exit(1);
  })
  .finally(async () => {
    await prisma.$disconnect();
  });

```