

Nupzuki Hunter DB Schema (v2)

: + / + ()

1.

: Game() 1 — N Group(/) — N Capture().
eyeball_types(/) eyeballs(QR)
Game games 가 ON DELETE CASCADE

2. Supabase Auth

auth.users: Supabase가 (/ , /).
public

3. public

3.1 public.users ()

auth.users(id) 1:1. /

		/	
id	uuid	PK, FK auth.users(id)	ID
nickname	text	NOT NULL	
avatar_url	text	NULL	URL()
created_at	timestamptz	DEFAULT now()	
updated_at	timestamptz	DEFAULT now()	

3.2 public.games (/)

(1) . expires_at .

		/	
id	uuid	PK	ID
title	text	NULL	/ ()
status	text	NOT NULL (lobby/playing/finished/expired)	
owner_id	uuid	FK auth.users(id)	/
created_at	timestamptz	DEFAULT now()	
starts_at	timestamptz	NULL	()
ends_at	timestamptz	NULL	()
expires_at	timestamptz	NOT NULL	()

3.3 public.groups (/)

game_id . (code) 가.

		/	
id	uuid	PK	ID
game_id	uuid	FK games(id) ON DELETE CASCADE	
code	text	UNIQUE, NOT NULL	
name	text	NULL	()
owner_id	uuid	FK auth.users(id)	
max_members	int	DEFAULT 6	
created_at	timestamptz	DEFAULT now()	

3.4 public.group_members ()

- . PK=(group_id,user_id).

		/	
group_id	uuid	PK part, FK groups(id) ON DELETE CASCADE	
user_id	uuid	PK part, FK auth.users(id)	
role	text	DEFAULT 'member'	owner/member
joined_at	timestamptz	DEFAULT now()	가

3.5 public.eyeball_types (/)

(event_key)

		/	
id	uuid	PK	ID
name	text	NOT NULL	
event_key	text	UNIQUE, NOT NULL	(: PHYSICS_OUTFIT)
base_points	int	DEFAULT 0	
description	text	NULL	()

3.6 public.eyeballs ()

QR 1 . / / override .

		/	
id	uuid	PK	ID
game_id	uuid	FK games(id) ON DELETE CASCADE	
type_id	uuid	FK eyeball_types(id)	
qr_code	text	UNIQUE, NOT NULL	QR
title	text	NULL	()
location_name	text	NULL	()
lat	double precision	NULL	
lng	double precision	NULL	
hint	text	NULL	()
points_override	int	NULL	base_points
is_active	boolean	DEFAULT true	
created_at	timestamptz	DEFAULT now()	

3.7 public.eyeball_events ()

/ . payload JSON .

		/	
type_id	uuid	PK, FK eyeball_types(id)	
event_type	text	NOT NULL	: SPAWN_CHARACTER, SHOW_MODAL
payload	jsonb	DEFAULT '{}'	: {character:'nubzuki', outfit:'physics'}

3.8 public.captures ()

↗ QR

. : game

eyeball 1 .

		/	
id	uuid	PK	ID

		/	
game_id	uuid	FK games(id) ON DELETE CASCADE	
group_id	uuid	FK groups(id) ON DELETE CASCADE	
user_id	uuid	FK auth.users(id)	
eyeball_id	uuid	FK eyeballs(id)	
captured_at	timestamptz	DEFAULT now()	
unique(game_id, eyeball_id)	constraint	UNIQUE	()

3.9 public.group_scores ()

/ capture upsert .

		/	
group_id	uuid	PK part, FK groups(id) ON DELETE CASCADE	
user_id	uuid	PK part, FK auth.users(id)	
score	int	DEFAULT 0	
captures_count	int	DEFAULT 0	
updated_at	timestamptz	DEFAULT now()	

3.10 public.personal_scores ()

. game / (cascade).

		/	
game_id	uuid	PK part, FK games(id) ON DELETE CASCADE	
user_id	uuid	PK part, FK auth.users(id)	
score	int	DEFAULT 0	
captures_count	int	DEFAULT 0	
updated_at	timestamptz	DEFAULT now()	

4. ()

MVP 가 , /

4.1 public.capture_events ()

capture_id 가 /가

		/	
id	uuid	PK	ID
capture_id	uuid	FK captures(id) ON DELETE CASCADE	
event_type	text	NOT NULL	: SPAWN_CHARACTER, SHOW_MODAL
payload	jsonb	DEFAULT '{}'	
created_at	timestamptz	DEFAULT now()	

5. / ()

- captures: UNIQUE(game_id, eyeball_id)
- eyeballs: UNIQUE(qr_code) QR
- groups: UNIQUE(code)
- :
- games(expires_at), games(status)
- eyeballs(game_id)
- captures(game_id, captured_at), captures(group_id, captured_at)
- group_scores(group_id, score DESC)
- personal_scores(game_id, score DESC)