

Script para creación de tablas – The Zazzacrifice of Saggy.

```
// Use DBML to define your database structure
// Docs: https://www.dbml.org/docs

Table users {
  user_id "int unsigned" [PK, increment, unique, not null]
  username varchar(30) [not null, unique]
  password varchar(30) [not null]
  created_at timestamp [default: `now()`, not null]
}

Table game_sessions{
  game_id "int unsigned" [PK, increment, unique, not null]
  user_id "int unsigned" [ref: > users.user_id, not null]
  time_on_seconds "int unsigned" [not null]
  number_of_battles "int unsigned" [not null]
  number_of_damaged_made "int unsigned" [not null]
  elements_obtained "int unsigned" [not null]
  finished bit [not null]
  created_at timestamp [default: `now()`, not null]
}

Table events {
  event_id "tinyint unsigned" [PK, increment, unique, not null]
  name varchar(40) [not null, unique]
}

Table game_events
{
  game_events_id "int unsigned" [PK, increment, unique, not null]
  event_id "tinyint unsigned" [ref: > events.event_id, not null]
  game_id "int unsigned" [ref: > game_sessions.game_id, not null]
  is_active bit [not null]
  created_at timestamp [default: `now()`, not null]
}

TABLE stats
{
  stat_id "tinyint unsigned" [PK, increment, unique, not null]
  name varchar(5) [not null, unique]
}

Table classes
{
```

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class_id "tinyint unsigned" [PK, increment, unique, not null]
name varchar(20) [not null, unique]
}

Table consumable {
    consumable_id "smallint unsigned" [PK, increment, unique, not null]
    name varchar(40) [not null, unique]
    description varchar(255)
    stat_id "tinyint unsigned" [ref: > stats.stat_id, not null]
    value "tinyint unsigned" [not null]
    time_in_second "shortint unsigned" [not null]
}

Table weapons
{
    weapon_id "unsigned tinyint" [PK, increment, unique, not null]
    name varchar(40) [not null, unique]
    description varchar(255)
    stat_id "unsigned tinyint" [ref: > stats.stat_id, not null]
    value "unsigned tinyint" [not null]
    class_id "unsigned tinyint" [ref: > classes.class_id, not null]
}

Table scenes{
    scene_id "tinyint unsigned" [PK, increment, unique, not null]
    name Varchar(30) [not null, unique]
}

Table checkpoints{
    checkpoint_id "int unsigned" [PK, increment, unique, not null]
    scene "tinyint unsigned" [ref: < scenes.scene_id, not null]
    x_postion "int unsigned" [not null]
    y_position "int unsigned" [not null]
    created_at timestamp [default: `now()`, not null]
}

Table players{
    player_id "int unsigned" [PK, increment, unique, not null]
    game_session "int unsigned" [ref: - game_sessions.game_id, not null]
    name Varchar(15) [not null]
    money "unsinged int" [not null]
    checkpoints "int_unsigned" [ref: - checkpoints.checkpoint_id, not null]
    class "tinyint unsigned" [ref: > classes.class_id, not null]
}

Table consumable_players{
    consumable_player_id "smallint unsigned" [PK, increment, unique, not null]

```

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player "int unsigned" [ref: > players.player_id, not null]
consumable "smallint unsigned" [ref: > consumable.consumable_id, not null]
amount "tinyint unsigned" [not null]
created_at timestamp [default: `now()`, not null]
}
```

```
Table weapon_players{
  weapon_player_id "smallint unsigned" [PK, increment, unique, not null]
  weapon "unsigned tinyint" [ref: > weapons.weapon_id, not null]
  player "int unsigned" [ref: > players.player_id, not null]
  equipped bit [not null]
  created_at timestamp [default: `now()`, not null]
}
```

```
TABLE stat_players
{
  stat_player_id "int unsigned" [PK, increment, unique, not null]
  player "int unsigned" [ref: > players.player_id, not null]
  stat "int unsigned" [ref: > stats.stat_id, not null]
  value "tinyint unsigned"
  created_at timestamp [default: `now()`, not null]
}
```

```
TABLE elements_players
{
  element_player_id "int unsigned" [PK, increment, unique, not null]
  element "tinyint unsigned" [ref: > elements.element_id, not null]
  player "int unsigned" [ref: > players.player_id, not null]
  created_at timestamp [default: `now()`, not null]
}
```

```
Table elements{
  element_id "tinyint unsigned" [PK, increment, unique, not null]
  name varchar(30) [not null, unique]
  weakness "tinyint unsigned" [ref: - elements.element_id, not null]
}
```

```
Table attacks{
  attack_id "tinyint unsigned" [PK, increment, unique, not null]
  name Varchar(30) [not null, unique]
  description Varchar(30)
  value "tinyint unsigned" [not null]
}
```

```
Table players_attacks
{
  player_attack_id "int unsigned" [PK, increment, unique, not null]
  player "int unsigned" [ref: > players.player_id, not null]
  attack_id "tinyint unsigned" [ref: > attacks.attack_id, not null]
  created_at timestamp [default: `now()`, not null]
}
```

```
// Cosas que pregunta a esteban
//Quitar elemento de las tablas.
```