

```
-- DROP TABLE IF EXISTS public.objets;
```

```
CREATE TABLE IF NOT EXISTS public.objets
```

```
(  
    id integer NOT NULL DEFAULT nextval('objets_id_seq'::regclass),  
    nom character varying(255) COLLATE pg_catalog."default" NOT NULL,  
    coords geometry(Point,4326) NOT NULL,  
    icon character varying(255) COLLATE pg_catalog."default" NOT NULL,  
    ix integer NOT NULL,  
    iy integer NOT NULL,  
    CONSTRAINT objets_pkey PRIMARY KEY (id)  
)
```

```
TABLESPACE pg_default;
```

```
ALTER TABLE IF EXISTS public.objets  
    OWNER to postgres;
```

```
-- Table: public.drivers
```

```
-- DROP TABLE IF EXISTS public.drivers;
```

```
CREATE TABLE IF NOT EXISTS public.drivers
```

```
(  
    id integer NOT NULL DEFAULT nextval('drivers_id_seq'::regclass),  
    nom character varying(255) COLLATE pg_catalog."default",  
    num integer,  
    photo character varying(255) COLLATE pg_catalog."default",  
    video character varying(255) COLLATE pg_catalog."default",  
    team character varying(255) COLLATE pg_catalog."default",  
    CONSTRAINT drivers_pkey PRIMARY KEY (id)  
)
```

```
TABLESPACE pg_default;
```

```
ALTER TABLE IF EXISTS public.drivers  
    OWNER to postgres;
```

```
-- Table: public.player
```

```
-- DROP TABLE IF EXISTS public.player;
```

```
CREATE TABLE IF NOT EXISTS public.player
```

```
(  
    id integer NOT NULL DEFAULT nextval('player_id_seq'::regclass),  
    pseudo character varying(255) COLLATE pg_catalog."default" NOT NULL,  
    score integer NOT NULL,  
    CONSTRAINT player_pkey PRIMARY KEY (id)  
)
```

```
TABLESPACE pg_default;
```

```
ALTER TABLE IF EXISTS public.player  
  OWNER to postgres;
```