I don’t know about you guys but I have an Off sec project, Op Sys project and this project all due about the same time.

Here are the some things you can do to help.

* Get css Colors?
* Drawn up layout?
* Write a script to insert into this table.

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| Field | Type | Null | Key | Default | Extra |

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| spell\_id | int(11) | NO | PRI | NULL | |

| name | varchar(100) | YES | | NULL | |

| level | varchar(255) | YES | | NULL | |

| components | varchar(255) | YES | | NULL | |

| casting\_time | varchar(255) | YES | | NULL | |

| spell\_range | varchar(255) | YES | | NULL | |

| target | varchar(255) | YES | | NULL | |

| area | varchar(255) | YES | | NULL | |

| effect | varchar(255) | YES | | NULL | |

| duration | varchar(255) | YES | | NULL | |

| saving\_throw | varchar(255) | YES | | NULL | |

| spell\_resistance | varchar(255) | YES | | NULL | |

| material\_components | varchar(255) | YES | | NULL | |

| focus | varchar(255) | YES | | NULL | |

| description | varchar(255) | YES | | NULL | |

| xp\_cost | varchar(255) | YES | | NULL | |

| verbal\_components | varchar(255) | YES | | NULL | |

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remember spell\_id needs to be unique and spell\_id will be used as an identifier on our website to pull up an individual spell.

* Develop a player table that can be linked to user\_id

More to come.