New Tables + Functional Dependencies

Games

Games
game_id
rated
created
last_move_at
victory_status
winner
increment_code
white_id
white_rating
black_id
black_rating
opening_id
opening_ply

Functional Dependencies:

- {id} -> {rated, created, last_move_at, turns, victory_status, winner, increment_code, white_id, white_rating, black_id, black_rating, opening_eco, opening_ply}
- {id, white_id} -> {white_rating}
- {id, black_id} -> {black_rating}

Moves

Moves
game_id
move_num
move

Functional Dependencies:

- {game_id, move_num} -> {move}

Opening

Opening

opening_id
opening_eco

opening_name

Functional Dependencies

- {opening_eco} -> {opening_name}

Design Changes

Turns where removed from the database as this was redundant data. This information can be found by doing a `count` aggregate on the new `Moves` table.