






Views *more info in script





 **top_memorysounds_scores**



 **top_memory_scores**







 **top_trivia_scores**














 **top_rhythm_scores**

game_user	
	user_id SMALLINT
	user_name VARCHAR(45)
	pwd VARCHAR(45)
	date_joined DATE
Indexes	
Triggers	

game_user_save_file	
	user_id SMALLINT
	key_instruments_unlocked TINYINT
	player_position_x FLOAT
	player_position_y FLOAT
Indexes	

game_user_key_inventory	
	user_id SMALLINT
	key_item_name VARCHAR(50)
Indexes	

questions	
	question_id SMALLINT
	question VARCHAR(100)
	cor_answer VARCHAR(50)
	answer_2 VARCHAR(50)
	answer_3 VARCHAR(50)
	answer_4 VARCHAR(50)
Indexes	

game_user_scores	
	user_id SMALLINT
	rhythm_best_score SMALLINT
	rhythm_last_score SMALLINT
	rhythm_play_time TIME
	trivia_best_score SMALLINT
	trivia_last_score SMALLINT
	trivia_play_time TIME
	memory_best_score SMALLINT
	memory_last_score SMALLINT
	memory_play_time TIME
	memorysounds_best_score SMALLINT
	memorysounds_last_score SMALLINT
	memorysounds_play_time TIME
Indexes	
Triggers	
BEF UPDATE update_trivia_best_score	
BEF UPDATE update_rhythm_best_score	
BEF UPDATE update_memorysounds_best_score	
BEF UPDATE update_memory_best_score	