**I need to understand how these tables would work in the project:**

CREATE TABLE GameSessions (

SessionId UNIQUEIDENTIFIER PRIMARY KEY DEFAULT NEWID(),

QuizId UNIQUEIDENTIFIER NOT NULL,

HostId UNIQUEIDENTIFIER NOT NULL,

SessionCode NVARCHAR(10) NOT NULL UNIQUE, -- For players to join

Status TINYINT NOT NULL, -- 1: Lobby, 2: InProgress, 3: Completed

MaxPlayers INT,

CurrentQuestionIndex INT DEFAULT 0,

StartedAt DATETIME,

EndedAt DATETIME,

FOREIGN KEY (QuizId) REFERENCES Quizzes(QuizId),

FOREIGN KEY (HostId) REFERENCES Users(UserId)

);

CREATE TABLE PlayerSessions (

PlayerSessionId UNIQUEIDENTIFIER PRIMARY KEY DEFAULT NEWID(),

SessionId UNIQUEIDENTIFIER NOT NULL,

UserId UNIQUEIDENTIFIER NOT NULL,

JoinTime DATETIME DEFAULT GETDATE(),

Score INT DEFAULT 0,

Position INT, -- Final ranking position

FOREIGN KEY (SessionId) REFERENCES GameSessions(SessionId),

FOREIGN KEY (UserId) REFERENCES Users(UserId),

UNIQUE (SessionId, UserId)

);

-Now a player would create a game session and specify the details (quiz – max players …).

A session will be created and its status is Lobby until the host decides otherwise (start game / cancel).

When players want to access a game session, they have two options they can choose one those that are public or they insert the session code.

When a player enters a session a player session is created for him.

A wrong answer is referred to as -1. No answer is referred to as 0

The score of each question be defined by the time taken to answer

* I still need to save the quiz then pass its id to save the questions then I got tosave the answers, and finally the game session.
* After saving all this I will still need to configure the pages and finally signalR
* All tables check, remove build the migration again
* The usercontext is not working for some reason and it’s the last step before login finishes