Database

Data

* Player name
* Score
* Game date
* Score per turn
* Word
* Maxwordlength
* Maxwordscore
* Avgwordlegth
* Avgwordscore
* Wins
* Losses

Playerid

Maxwordlength

Maxwordscore

Avgwordlenght

Avgwordscore

Wins

losses

Gameid

Playerid

Turn

Word

Dblword

Dblletter

Trplword

trplletter

score

Playerid

Gamid

date

Name

Final Score