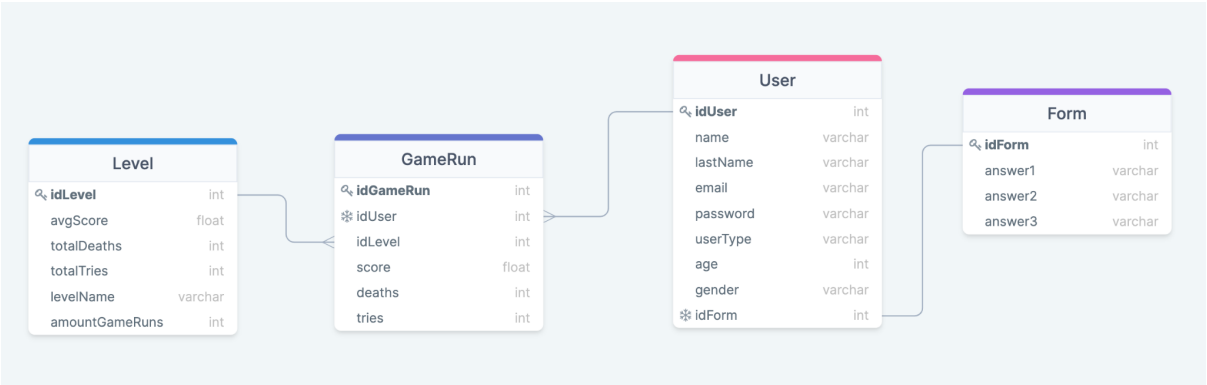
Entity-relationship diagram:



Relations:

- Level - GameRun: One to many
- User - GameRun: One to many
- Form - User: One to one

Normalization:

1. Our scheme is in the first normal form because every field is atomic (variables are inseparable) and each table has a primary key and the values depend on this key

2. Every table is in the second normal form, because no functional dependencies exist in the diagram. In other words if we eliminate an attribute from a table that isn't the primary key, it will not affect other tables.

3. It's in the third normal form, because no transitive dependencies exist in the diagram. This defines that every attribute only depends on the primary key. A problem that we had while creating the diagram was that the table form had idUser as a foreign key, in that case everything depended on the 2 keys and not the primary one. With the change made, we deleted this dependency and normalized our diagram.
4. All the keys have a primary key to differentiate each record. Only the table user has a UNIQUE restriction, so multiple accounts can be created with the same mail.