

User Information		
PK	user_id	String
UQ	username	String
	user_progress	

Each user\_ID will relate to a time\_stamp, problem\_id, outcome of problem, and their save\_state.

History		
	time_stamp	Type
	problem_id	Type
	outcome_of_problem	Type
	save_state	Type
	user_id	Type

Each time\_stamp, problem\_id, outcome will relate back to a unique problem.

Scenarios		
scenario_id	Scenario	Type
scenario_title	Title	Type
Key	Field	Type

Each scenario will relate back to zero or many levels.

Levels		
PK	level_id	Type
	level_title	Type
	level_difficulty_of_problems	Type

Each level will relate to a specific set of problems.

Problems will vary in difficulty and the user's settings. Intro level will be a tutorial, nothing overly complex.

PK	problem_id	String
	problem_difficulty	String
	problem_answer	Int
	number_of_attempts	Int
	pool_of_problems	String

Each Room will have a connection to all other rooms. Each room will have a pool of problems that the user will have to complete.

PK	room_id	String
FK	level_id	String

Each connection will correlate back to a room\_id, which in turn relates back to a problem\_id, and will acquire problems from the pool\_of\_problems.

PK	room_id1	
	room_id	Type