

User Information		
PK	user_id	long
UQ	username	String
	user_progress	String

Each user_ID will relate to a time_stamp, problem_id, outcome of problem, and their save_state.

History		
	time_stamp	long
PK	problem_id	long
	outcome_of_problem	boolean
	save_state	long
FK	user_id	String

Math Murder
Mystery ERD

Scenario		
PK	scenario_id	long
	scenario_title	String

Each scenario will relate back to zero or many levels.

Level		
PK	level_id	long
	level_title	String
	level_difficulty_of_problems	long

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.

Math Problem		
PK	problem_id	String
	problem_difficulty	long
	problem_answer	long
	number_of_attempts	long
	pool_of_problems	long

Each time_stamp, problem_id, outcome will relate back to a unique problem.

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.

Room Entity		
PK	room_id	long
FK	level_id	long

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.

Connection		
PK,FK	room_id1	long
PK,FK	room_id2	long