Users
Stores login information of each of the users using the application

Users	
UserID	Primary Key
Gamertag	
FirstName	
LastName	
Password	Will be hashed
Email	

Posts
Users will post what they want to sell and indicate what they'd be willing to trade for (can be multiple types of items)

Posts	
PostID	Primary Key
UserID	Foreign Key
ItemID	Foreign Key
PostTime	TimeStamp
GoldCost	Nullable
PostText	
Active	Boolean

BarterOptions
Associates posts with items, and number of items they'd be willing to trade for

BarterOptions	
PostID	Foreign Key
ItemID	Foreign Key
askingNum	Default 1

Items	
ItemID	Primary Key
ItemName	
TypeID	Foreign Key

Items
-These are items that can be bought and sold in the game.
-Each row represents a class of item, not an instance.
-Table prevents raw string data in BarterOptions to represent different items.

ItemType	
TypeID	Primary Key
TypeName	

ItemType

-Each entry in this table is an allowed type that an item can be. (i.e. sword, shield, potion etc).
-Items will have an item type.
-This separates the data to ensure items have proper types