Project model

GameTypes

Game_name(PK)
Number_players
Characters

GameRooms

Room_ID(PK)
Socket_number
Game_name(FK)

1..1 — assigned — 1..1

1..1 (GameRooms)

Users

Username(PK)
Nickname
Password
Room_ID(FK)
Character_name(FK)

contains

1..*

Characters

Name(PK)
Side
Ability
Detail

1..1 — assigned — 0..*